

NINTENDO POWER

September/October 1989

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DUCK TALES

12 Pages Of Treasure
Hunting Strategy

PLUS

Game Boy

Hits "To Go"

Batman

Preview Plus Poster

Bonus!

Super Mario

Bros. 2

Tip Book

Part II

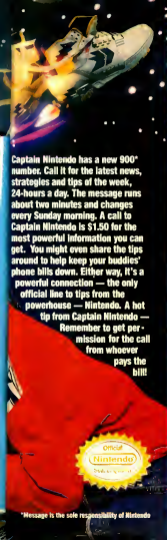
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Uncle Fester on one side ...



and Batman on the other.



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INSIDE OUT SERIES

38-page Nintendo
Power insert: Super
Mario Bros. 2 Tip Book!
Second installment!
Keep it! Use it! Be-
come the best! Amaze
your friends! It's free!



TIP BOOK REMOVAL INSTRUCTIONS

Band back silver
staples, leaving
brass staples
alone. Lift Tip
Book and poster
straight up and
out. Fold silver
staples back
down.



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Players' Pulse

MAIL BOX

FUN AND DURABLE

The NES is by far the best product I've ever purchased for my children! While being entertaining, I've discovered that it is one of the most durable products being made today. Believe it or not, I drove over my children's NES with our 1984 Cadillac. Needless to say, we were all very upset! After removing the screws and the top of the machine, and straightening out the metal frame that protects the circuit board, I was able to slip a Game Pak in. Much to our amazement, after carefully plugging it in, it worked as perfectly as ever, and still is after two weeks! Thank you for producing such a durable system; all of us appreciate it.

**Carollee Tyedten
Fargo, ND**

Phew! What a test of endurance! Instead of taking apart your NES yourself, give our Customer Service Reps a call at 1-800-422-2602. We hope that your car is still running okay. . . .

SEND US YOUR LETTERS!

NINTENDO POWER
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HAPPY BIRTHDAY

My last birthday was extra special because of the cake my mom's friend made for me. As you can see, the frosting was the best part, featuring Mario, my favorite NES character!

**Jason Nadolinski
Corfu, NY**

Happy birthday! All of us at Nintendo were really impressed with the artwork your mom's friend did for you on your birthday cake! Looks delicious, too. . . .



CLASSIFIED MEANS CLASSIFIED

At last! Although it's a small feat for some, I'm finally at Level Nine in The Legend of Zelda! The game so far has been a lot of fun, but very chal-

lenging, too! I really went to know how to conquer level nine and win the game, but when I asked on the phone, you guys told me that that information is a secret. Why can't you tell us Zelda fans how to finally win this game?

**Kerry Bachmen
Goldendale, WA**

We're glad that you've enjoyed The Legend of Zelda. To us at Nintendo, completing a game is an important achievement that you should be very proud of. We would not want to destroy the surprise by revealing what exactly happens, so we disclose only limited information about level nine. We do wish you good luck, though!

My name is Jess Hendricks, I'm 16 years old, and I just love spending hours behind the NES! Some people think I'm too old to play it, but Jason, Matthew and I play it anyway. I spend about three hours a day on Nintendo and I also find time for playing my keyboard in jazz band, flying my father's airplane, playing trombone in high school band and driving around in my Volkswagen. My favorite game is Top Gun because I am going to fly an F-15 in the Air Force.

**Jess Hendricks
Hendersonville, TN**



VIDEO SPOTLIGHT

I am one of your older Power Players (I'm 32), and I have some accomplishments to share. I have beaten many of your harder games, such as Deadly Towers, Bionic Commando, The Legend of Zelda, The Adventure of Link, Double Dragon, Milon's Secret Castle and Blaster Master



Mark wearing his custom made Mario shirt.

(using only one man). I also finished Super Mario Bros. 2 in 28

minutes. Some of my top scores are:

Double Dragon: 129,310
Hudson's Adventure Island: 132,760

3-D WorldRunner: 316,550
My friends call me Mario because Mario and I have some things in common: we're both Italian and we're both plumbers. I enjoy being called Mario because I take my gaming so seriously.

A lot of people call me for tips. I tell them, "don't give up, you can do it if you really want!" I also tell kids to stay away from drugs because you need all your senses when you go up against video game foes. My other hobbies are drawing cartoon characters and playing in a band; I am currently working on music for a game.

Mark Discordia
East Lyme, CT

Why I am a Good Player: I only get to play on my NES on Saturdays and you would be amazed at how well I've done on that limitation. Some of my friends get real hyper and start yelling when we cut it too close on some games. One of them even slaps himself in the face! I keep it cool, however, and I have always gotten out of difficult situations without screaming my lungs out. I also manage to team up with whoever I play with, it's a great way to make friends.

Goals: To succeed Howard Phillips as president of the Fun Club and to start my own Local Fun Club.

Favorite games: Metroid, Metal Gear, Super Mario Bros. 2, Ninja Gaiden, Teenage Mutant Ninja Turtles, Contra, LifeForce, Bad Dudes, P.O.W.

Game Accomplishments: I don't save scores because my goal is to beat the games, not brag.

Clint Woodall
Texarkana, TX

Power Player Profiles: Mike, Shannon and Danny Tosto

City: Yorktown Heights, NY
Ages: Mike 12, Shannon 13 and Danny 7.

Instead of a pet, we unanimously chose to get a Nintendo Entertainment System. Since then, we've had a lot of fun together, and racked up some impressive accomplishments.

Nintendo Nicknames: Mike—"Air NES", Shannon—"Nintendo Warrior" and Danny—"Nintendo Micho Man".

Favorite Games: We like the sports series games because we can play

against each other. Our favorites include Tecmo Bowl, Bases Loaded and Track and Field II. We also enjoyed Simon's Quest, Super Mario Bros. 2 and Ninja Gaiden.

Gaming Accomplishments: To-



gether, we have beaten over 35 games. Our favorite personal achievements are Mike beating Double Dribble 987-152, Shannon finishing Track and Field II using the password only once and Danny completing Metal Gear, Double Dragon and Ikari Warriors at age 7.

Hobbies: Nintendo games (of course), rock collecting and reading.

Goals: To become Game Play Counselors, to beat every game and to get this letter published.

Disney's DUCKTALES



▲ HUEY, DEWEY, AND LOUIE



◀ WEBBY

SCROOGE AND HIS PALS GO ON A TREASURE HUNT

Scrooge McDuck is already the richest duck in the world, so what does he do? Sit around and enjoy his money? Of course not. He goes on a world wide treasure hunt, and you get to go along for the fun! Join Scrooge, Webby, Launchpad and the nephews as they race against time and the elements in search of the five most valuable treasures in the world.



▲ LAUNCHPAD



◀ UNCLE SCROOGE

BUBBA DUCK ▶

"You don't have a chance of getting there before us Scrooge!"

WATCH OUT FOR THE BEAGLE BOYS

Scrooge's arch enemies, the Beagle Boys, are after the treasures too. Don't get too close to them: if they hit you, not only will you lose energy, but they'll also steal some of your hard-earned treasure.



UNCLE SCROOGE'S SECRET MONEY MAKING TECHNIQUES



JUMP TO FIND HIDDEN TREASURE

By using his pogo jump, Scrooge will find all sorts of treasures, diamonds, and snacks to fill up his energy. He should also be on the lookout for hidden passageways and 1-up dolls. A good rule to remember is to be sure and try every possible tunnel and path, and remember that not all of the walls are solid!



Great! A little cake!



This Scrooge doll will give you a 1-up.



TWO HIDDEN TREASURES



You'll find the million dollar ring hidden somewhere in the African Mines. The Gold Plate is also worth a million dollars, and is found on the surface of the moon. Scrooge will want to be sure to get these two items for his collection.



IF YOU WANT TO GET EVEN MORE TREASURE...

Occasionally, Scrooge will run into Launchpad the pilot who will offer him a ride back to the Control Room. To really build up your score, take him up on his offer and then play the same stage over again to find even more treasure. But remember, Launchpad will only show up in a few of the stages.

"You want a lift back to Duckburg Mr. Mc D.?"



THREE DIFFERENT ENDINGS!

Even though it is not necessary to gain treasure to finish the game, the size of the money piles in the ending scene changes depending on how much treasure Scrooge gathers.



THE AMAZON



SCEPTRE ▲

The Sceptre of the Incan King.

DISCOVER THE SECRETS OF THE AMAZON

Uncle Scrooge must travel through the mysterious Amazon jungle and then into a lost Incan temple in his search for the Sceptre.

D SHORT CUT

Use the pogo jump to find this treasure box, then bounce off of it to

find a secret passageway going up. Climb up the vine, then go right. This is a shortcut to the end of The Amazon Stage.



C CRUMBLING BRIDGE

Avoid falling by continuously jumping as you cross this bridge.



START ▶



A HIDDEN ROOMS

Get to two hidden rooms by using the golf swing to move the platform next to the statue, then bounce off of it to a secret passageway.

B KILLER BEES

If you turn to the right when you see Launchpad, the bee will fly from right to left and you can cross this pit safely.



F FALLING BLOCKS

Hurry! If you stop for even a second, the stone blocks will fall on you.



THE NATIVES ARE RESTLESS

Avoid their spears and get the Magic Coin near the ceiling.



GUARDIAN ROOM



E BRIBE THE STATUE

You have to bribe the Statue with \$300,000 to get past this point.





TRANSYLVANIA



COIN
The Coin of the Lost Realm



VENTURE INTO THIS HAUNTED HOUSE OF HORRORS

Transylvania is not one of the more cheery vacation spots in the world, but hidden somewhere in this creepy old mansion is the Coin of the Lost Realm. Uncle Scrooge thinks this is just a harmless old house, but the ghosts and ghouls inside are going to try to convince him otherwise.



AVOID THE TOMBSTONE

You can't defeat the ghosts that come out when you hit a coffin, so just avoid them and go on.



Duck! (No pun intended)



"Wheee! A Ghost!"



START



THERE'S A CAKE HIDDEN IN THE ARMOR

If you hit the body of the Armor twice with the golf swing, you'll find that some of them will give you cake.



Hit it again



RESCUE HUEY

Huey is being held captive! Use your golf swing to send the barrel sliding across the floor and into the Beagle Boy.



Once you save Huey, he will tell you a secret about the haunted mansion.



WARP MIRROR

The mirrors in Transylvania are magic warp zones to other parts of the castle. These shortcuts really help, but remember that they are all one-way mirrors.

Use Mirror D to get to the end of the stage quickly.

GUARDIAN ROOM



MUMMY DUCK

Use the golf swing to knock the ball and chain into Mummy Duck.



WARP CHART

From → To

B → E
C → F
G → A
D → H



"It's a warp mirror! I wonder where it goes?"



ILLUSION WALL

Not all of the walls in Transylvania are solid, so be sure to try walking through all of them.



LIFE METER

Scrooge begins the game with three units of life, but there are two life containers hidden in the game that will increase these by one. Find this one in Transylvania by walking through an illusion wall.





AFRICAN MINES



GO BACK FOR THE SKELETON KEY

You'll have to go back to Transylvania and take the first werp mirror to get the Skeleton Key. Without it, you won't be able to get past the locked door at the entrance to the African Mines.



"Eureka! It's the Skeleton Key to the Mine."



▲ DIAMOND

The Giant Diamond of the Inner Earth.



START ▶



C FIND THE SECRET ROOM

There is a secret room where Scrooge can find a 1-up in the Mines, but to get to it is tricky. He'll have to use his pogo jump to bounce off three different hidden treasure bags to get to the secret passageway near the ceiling, then walk on the top of the screen to the left.



"I can't jump that high."



"I'll just bounce off of this bag."



"I made it!"



A MRS. BEAKLEY

Power up your life meter by finding Mrs. Beakley and taking advantage of the free ice cream cones she throws down to you.



B ANOTHER SHORT CUT

Walk through this wall to find a 1-up in the chest.



"Oh! I can walk through here."



D POGO JUMP ACROSS THE PIT

If you time it right, you can use your pogo jump to bounce on the heads of the creatures from the duck lagoon, and cross the pit.



E HIDDEN TREASURE

One of the two hidden treasures is located in the mine, and it's worth a cool \$1,000,000.



GUARDIAN ROOM

F WEBBY'S HELP

Webby will show you how to use the seesaw to cross the huge chasm at the bottom of the mines.



It's all in the timing.



G THE LANDING

Be sure to use your pogo jump while landing to avoid the slug on the ground.



DEFEAT THE TREASURE KEEPERS!

The guardians of the treasures are tough, so it's always a good idea to fill up your energy with snacks before facing them.

THE AMAZON



The Incan King is a huge statue that comes to life and causes earth tremors to disrupt Scrooge's pogo jump technique. He prizes his magnificent Sceptre highly, and won't give it up without a fight.

THE INCAN KING ▶



WATCH FOR A PATTERN

To defeat the Incan King, wait until he jumps and hits the ground to cause a tremor before starting your pogo jump. You can bounce off his head only once between tremors, so be patient, and avoid him when he jumps toward you. The Sceptre of the Incan King is almost yours.



"Whoaaa! It's an earthquake!"



Jump when he lands.



Repeat this pattern to win



ALL YOU HAVE IS YOUR CANE AND YOUR WITS, SO STAY ALERT

THE HIMALAYAS



The King of The Terra-Fermies is stuck in this cave because he has grown too fat to fit through the doorway. He will roll himself into a ball and anything that gets in his way is a dead duck.



YOU'LL HAVE TO JUMP QUICKLY

To beat The King of The Terra-Fermies, use the pogo jump to hit him before he rolls into a ball, then jump quickly to avoid him as he starts to roll. Be sure to stop jumping before he gets to the top of the cave or you'll be hit. After he passes by overhead, start jumping and then repeat this process until you've pushed him over the edge.



▲ THE KING OF THE TERRA-FERMIES

USE YOUR POGO JUMP WISELY

TRANSYLVANIA



Deep inside the haunted mansion in Transylvania, Magica DeSpell awaits with the Coin of the Lost Realm. She flies around the mansion, and will use her lightning spells to cook your goose if you aren't careful.



MAGICA DeSPELL



WATCH OUT FOR HER LIGHTNING ATTACK!

Magica will have to land to use her magic lightning spell, so if you're quick you'll be able to use the pogo jump and get one hit in before she shoots it. Try to bounce off of her in the opposite direction of the lightning. If you're unable to hit her this way, then just wait until she flies low.



Attack when she lands, or...



...get her when she gets too low



The technique shown below can be reversed if The King of The Terra-Fermies rolls the other way.



Jump towards him when he stops rolling



Get to the other side of him.



Jump to avoid him if he rolls this way



NOW FOR THE LAST TWO STAGES

The following two pages will concentrate on the Himalayan stage and the Surface of the Moon. It's been duck soup for Scrooge so far, but these two stages will really test his claim that he is the greatest treasure hunter in the world.



THE HIMALAYAS

CROWN▼
Crown of Ghengis
Khan.

Somewhere near the top of these mountains, the Abominable Snowman lurks, waiting for careless adventurers to wander into his trap. Stay on the trail and watch out for angry Billy Goats.

YOU CAN'T POGO IN THE SNOW



Scrooge will get stuck for a few seconds if he tries to pogo jump on fresh snow or misses an enemy.



WATCH FOR FALLING BOULDERS

Climb up quickly and jump off the rope to the left and wait until the giant boulder has dropped past you.



"Whoa! A huge boulder!"

"Come on Scrooge!
I'm waiting."



RESCUE BUBBA DUCK



"I found him, but how can I get to him?"

After you rescue him, Bubba Duck will show you a secret cavern that is very important. Inside you can find the second life container.

The Abominable Snow Man controls the weather at the top of the Himalayas, so be ready for anything. Remember: Neither snow nor sleet nor dark of night will keep a real treasure hunter from his goal, especially when his goal is the Crown of Ghengis Khan.



▲ THE ABOMINABLE SNOWMAN



THE MOON

Scrooge arrives on the Moon to find that he's not the only one up here. Hmmm. I wonder what's inside that big spaceship over there?

CHEESE ▼
Green Cheese of Longevity



FIND THE REMOTE CONTROL



Once you've found Gizmo Duck's remote controller, you can call out him to blast this wall. Somewhere on the other side is Luna Rat's underground cave and the Green Cheese of Longevity!

HIDDEN TREASURE

You'll have to find your way up onto the roof of the UFO to get to the second hidden treasure. It's going to take excellent timing and some serious pogo jumping to make it to this one, but at \$1,000,000, it's well worth the effort.



INSIDE THE UFO



The inside of the UFO is filled with tricky passageways, dangerous, spiked ceilings and angry aliens. Scrooge will have to keep all his wits about him to get through this.

"I can't believe the day I'm having!"



"Egad! This Lunarat is quick! Hmmm. I wonder if I would have a better chance if I climb up on the ledges and get the drop on him?"



IT'S NOT OVER YET



"Launchpad dropped me off at a Bonus Stage. I wonder how that happened?"

Well, Scrooge is pretty pleased with himself. He's retrieved all five of the treasures, and is totaling up his money on the computer back in Duckburg when Flintheart Glomgold shows up and ruins everything. He steals the five treasures and now Scrooge has to go to Transylvania and defeat Dracule Duck to get them back. I guess when you're the greatest treasure hunter in the world, you should come to expect things like this.



"That's all for now. Next time we meet it will be on the screen of your NES!"

DRAGON WARRIOR™

Step Into The Legend!



The road is long
and full of hidden dangers...

Role Playing Adventure for the NES!



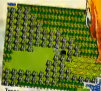
Never before have you experienced this kind of adventure on your NES. Beyond hope and fear, you must conquer implacable foes, solve riddles as old and as dark as the caves of Alefgard, and dare to face hardship and heartache that would break many a great warrior. In the last issue you learned about the importance of spells, items and listening to villagers. Now it is time for you to set out on your grand quest. Indeed, the challenge of a lifetime awaits those brave and adventurous souls who answer the call to restore peace to Alefgard.



Beware the dark caverns of poisonous thorns.



To cross this channel you'll need great wisdom.



Treasures and terrors dwell in the caves of Alefgard.



Not all the towns are places of commerce and rest.



Bridges are not the only means by which one may cross the sea.

Tantegel Castle and the Town of Breconory.

TANTEGEL CASTLE



There is more to this castle than you may think. Be sure to explore it thoroughly.

Your quest in Alefgard begins in the heart of the kingdom. Here you will find information, weapons, tools, and a bed at the Inn. In the future, if you return, you'll find that you are still welcome.



BRECORY



Almost everything you will need can be found in Breconory and other towns.

To Save, See the King.

As your quest is bound to last many days, at some point you will want to stop and save your progress. Return to King Lorik in the castle and follow his instructions. Later, resume play at the same point.



The King saves your deeds on an Imperial Scroll.

After reaching a new Level, go to the castle.



Recover HP at the Inn.

During battle you are sure to receive a few wounds. Each time you do, your Hit Points will be reduced. If your HP is too close to zero, you're in critical condition.



The Text turns orange when your HP is too low.



After a stay at the Inn your HP is at maximum.

Begin with the Bare Neccesities.

When you first visit Breconory, your supply of gold is slim. Most items are too expensive. For now, buy the items you can afford.



Clothes Club



Your choice is limited.



Buy clothes for protection.



Buy the club for fighting.

Explore Erdrick's Cave.

As you fight monsters, your experience will increase and your Level will rise. You will begin to venture further afield and discover new mysteries. One such mystery is the cave northwest of Tantegel Castle. Inside you will find a puzzling maze, but if you persist you will eventually find the tablet left by Erdrick so long ago.

Entrance →

B-1



Upon first entering the cave, you will find that you cannot see to move about. If you brought a torch, select it from the item list. Now a small patch of the floor is revealed. Use the map shown here to explore the maze.



Be patient and explore each corridor.

Discover the past!

B-2



Use the Torch

If you enter the cave without the torch, leave quickly.



Even with the torch you must search for the tablet.

Erdrick was not only a legendary warrior, he was also a great wizard who could glimpse the future. In his tablet, he left important clues to help the hero who would follow; that hero is you. Although all that is said may not make sense at first, in time it will. The message contains secrets known only to Erdrick. And only he has faced an enemy as evil as the Dragonlord.



"NORTH ALEF"

DANGER LURKS IN THE WILDS OF ALEFGARD!

When that first foot in the wilder pass, you are ill prepared to meet many foes. With a slink and sneeze as the first protection and about five ways to win out the weakest of enemies, they will learn to fight and at the same time increase your level of ease, gold, and level. Once your level has risen, you can ride, battle and battle stronger enemies.

Creatures of North Alefgard



Slime

The Slime crawls out from under rocks to attack. Battling them allows you to gain valuable experience.



Drakee

Like a baby dragon, Drakees can fly. Use the HURT spell or fight it with the club.

Red Slime

A Slime is a Slime by any name. A Red Slime puts up a better fight, however.



Ghost

Although he's laughing at you, if you attack when you're strong the last laugh is yours.



GARD

Bridges to Adventure!

The land of Alefgard is divided by many channels, bays, and arms of the sea. In your quest you must cross many bridges. Each leads to greater dangers.



West of this bridge are weak Slimes

Be Careful



But in the east you face Scorpions.

Scorpion

Cast the spell of SLEEP on this monster, then finish it off with your club. A sleeping monster cannot fight back.



Mag Drakee

More powerful than a Drakee, this creature knows magic and can cast Hurt spells at you



Skeleton

A determined and fierce opponent, the Skeleton does not give up easily. Try putting him to sleep, then attack.



Magician

With magic and stamina the Magician will attack those unwary travelers who trek far from the safe walls of Tarnegol.



Warlock

The Warlock's spells are dangerous. Make sure your Hit Points are high if you challenge him to battle.



Raise your level by fighting!

Each time you defeat an enemy you will gain experience points. When you have accumulated enough experience points your Level will rise. Higher levels allow you to learn spells. Your speed and strength will also increase. Raising your levels should be your first goal once you leave the safety of Breconary.



Once you have earned enough experience points in battle, your Level will go up. It's a good time to save your game.

Only experienced heroes can face this.



It will be a long time before you can defeat a dragon.



Your strength, agility, attack and defense power increase as your Level rises.

Level 3: Journey to Garlinham!



In the far Northwest corner of Alefgard is the ancient town of Gerinham. Many secrets lie locked behind the doors of this village. As in all towns, it is important that you talk to everyone and explore everywhere.

Unlock the Secrets!

Garlinham holds a terrible secret locked away from all prying eyes. In time you will have to venture into the darkness and face the hidden curse.



Learn a Spell at Level 3!

As you reach higher Levels of experience you will sometimes learn a new spell. At Level 3 you learn the first spell. Further spells are learned when your Level rises.



HURT

The power of the Hurt spell, which you learn at Level 4, allows you to defeat creatures that once seemed invincible. Use this magic wisely.



Strategy Tips for Levels 1-5

The greatest heroes of old always kept in mind the necessity of caution. They knew that the quickest method to build up gold and experience was to take one step at a time. It is still good advice. If you wander away from the relative safety of the plains that surround Tanteleg Castle and Breconary when your strength is still low, chances are you won't get very far. Let patience be your guiding word, then once you have reached a higher Level you will be able to push further into the unknown lands.

Levels 1 & 2

Your first and greatest need is for experience. Only by defeating many Slimes and Red Slimes will you gain the experience points necessary to increase your Level. At the same time, you will collect much gold.

Level 3

Having learned the spell of Heal, you can now attack more dangerous creatures. When wounded, simply chant the spell and heal yourself, then resume the battle. At this stage, you'll want to begin exploring further north and west toward Gannham.

Level 4

By the time you have reached Level 4, you have probably visited much of North Aletgard. Turn now to the east and the town of Kol where new mysteries and wonders await you in the heart of an ancient forest.

Level 5

In Kol you will find magical items for sale. Be sure to buy one of these, then search throughout the town for other hidden secrets. If you need more help, don't despair. The next two issues of Nintendo Power will feature special tip book inserts.



4 Times The Fun

Four players can now tap into the Power of the NES. With a new family of games designed to be played by four people, the action and excitement is wilder than ever. Team up and plan strategy in some games or go head to head (to head to head) in direct competition in others. Existing four-player games like *Anticipation* don't take advantage of the 4-players/4 controllers capabilities, but even with these games the Satellite can add new dimensions.

NES

Choose your Controllers!

Controllers come in all shapes, colors and sizes. They can make or break your game. They are one of the most important elements of any video game system, and because everyone has his or her favorite

controller, the NES Satellite was built to allow you total freedom of choice. Any controller approved for use with the NES can be used with the Satellite. In fact, if four people are playing and each likes to use a different type of controller, with the Satellite there's no problem. At the same time, when you plug into the Satellite, every controller becomes a wireless remote. That's what we call the power of freedom, or is it the freedom of power?



Since mankind first took a controller in hand and began to play Nintendo games, he has wondered if someday he would be able to play against more than a single opponent, if he could play from any part of the room and if he could still use the controller of his choice. That day has finally arrived!

ATELLITE™

The Power of Long Distance

The power of the NES Satellite doesn't stop with its four-player capacity. It's also a wireless, remote station, which means that you can place it up to 20 feet away from your Control Deck. Now you can kick back in your favorite chair while you conquer the evil beings of the universe or challenge the world of video athletic competition.



Great new four-play are rocketing your



Strap on your helmet, buckle your seat belt, and get ready for the dirt paunding energy that made Super Off Road one of the tap hits in the arcades. Experience the free-wheeling, battering action when four drivers plug into the Satellite and go far it.

Around the world, and plugged into the Satellite, off-road racers are revving up to meet you. Your 4x4 may be fast, but it's going to take driving skill and nerves of iron to go the course. And you can bet that your buddies aren't going to be coasting through. The payoff comes when you finish high in the standings.



Killer pot holes big enough to bury an eighteen wheeler, and ribs (ridges and bumps) that can shake your boots off are scattered all over the tracks. Whoever has the quickest recovery has the edge.

30 NINTENDO POWER



Driving alone pits you against the computer



Just like on the real off-road circuits, your goal is to finish in the big money. But it's not so easy with three manic gearheads in hot pursuit.



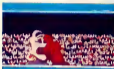
Beat out the others and spend the winnings on speed accessories.

games way.

NES-SATELLITE



Drop back, pitch out, go deep or sneak it up the middle. NES Play Action Football gives you the power of choice. With four players, your teammate and you must work together both on offense and defense. Plan a double blitz and sack the QB! Or run a reverse with your teammate, leaving the other guys to tackle turf. The possibilities are endless with Nintendo's new grid iron Game Pak. Check out the preview on page 69 for more details.



Get out your sunscreen and shades for this Ultra hot volleyball action. Flip for teams then plug into the Satellite. Remember, no touching the net or spitting into the wind.



You may never go to sleep again once you enter Freddy's nightmare world. You and three of your friends, the Elm Street neighborhood gang, have only your cunning and the power of the Satellite to get you through in this LJN horror Pak.



B-Bell, pick up style. Put your schoolyard moves to the test against your friends. Fast breaking action with four players will keep you driving up court for the quick hoop. A Tradewest production.



When you and your pals aren't out surfing, you can still have fun in the sun with a ball, a net and a lot of sand. While one of you digs deep for a high set, the other leaps up to smash the ball past the defenders. Get set for this Nintendo hit to arrive in early '90.



HOOPS

Smooth
Inside
Scoring

Great basketball players aren't born, they're made right here on the streets of the city. The stars of tomorrow spend their days sharpening their skills and reputations on cracked asphalt courts against the best the playground has to offer. This isn't just basketball. This is Hoops!

Now lace up your high tops and head for either the Western or the Eastern court, and see if you can become one of the legends of the playground.

Each of the players will perform according to his or her own strengths and weaknesses in either two-on-two or one-on-one games.



You'll be choosing from eight of the playground's best players.



You can play on your own.



Or with a friend.



Get a password to continue.





THE FUNDAMENTALS OF THE GAME.

SHOOTING

You'll need to shoot the "J" if you want things to open up inside.



Bomber buries one from the corner.

PASSING

A playmaker who can find the open man is worth a dozen scorers.



Wiz spots an opening inside.

STEAL THE BALL

Quick hands can get you some easy baskets. Move it!



Legs picks off an errant pass.

DEFENSE

If you get good position, you can set up and get a charging foul.



Jammer takes a charge.

TURN OVERS

TRAVELLING

Be sure to release the ball after jumping, or you'll lose the ball.



Whoops! You forgot to shoot.



OUT OF BOUNDS

If you miss your teammate with a pass, the other team gets the ball.



You zigged when you should have zigged!

THE SLAM DUNK!!!



Mr. Doc's serial show!

Legs, Bomber, Face and the gang will be taking it to the hoop for your NES soon. Until then, see you on the courts!



Long Range Dead-eye.



Post Up Power.





COUNSEL



TEENAGE MUTANT NINJA TURTLES

How do I get through Section 17 in Area 4?



Time is of the essence here. The spiked walls are closing in and you only have a few moments to drop down to the bottom. Since the holes in the floor are narrow, you will only be able to drop down if you stop completely when you reach them. The short amount of time that you have will not allow you to go over the holes and double back. While going down,

don't attempt to collect the special items that are in the wells, as they are impossible to retrieve. The walls will close in before you have a chance to get to them.



This item is only here to distract you



Stop and drop



TEENAGE MUTANT NINJA TURTLES

How do I defeat the enemies at the end of Areas 4 and 5?



Donatello may be slower to swing than his brothers, but with his Bo, he definitely has the ability and strength to beat the huge Mouser that waits at the end of Stage 4. Make sure that Don gets below this robotic rodent and jabs upward with his Bo. In just a few strokes, Don will send Mouser parts flying.



Give Don a crack at the mighty Mouser.



The giant tank in Stage 5, Technodrome, is one of Shredder's most devastating mechanical inventions. To disable this beast you must get to the giant eye and destroy it. Scrolls are the best weapon to have here and the machine must be taken on bit by bit.

First, go after the force field up front and then work on the hatch from which members of the Foot Clan use to enter and exit the tank. The gun turrets should be next on your list. Jump away from their fire and swing or shoot when you have a chance. You'll have a clear shot of the eye here and it will take some trained fighting to beat it. On

the Technodrome, it is safe to walk on the tread but be careful and make sure that you don't fall off and get crushed.



Who's afraid of the big bad Technodrome?

RS' CORNER



THE ADVENTURE OF LINK

Where is the Hammer?



This important tool will help Link open many passages on his way to the Great Palace. He'll find the Hammer hidden deep in the dark caves of Death Mountain. To get there, Link must cross the river in the water town of Saria, and only Bagu, the hermit that lives in the woods northeast of Saria, will give him the proper river-crossing credentials.

Choose caves to the east and to the south.



Link will find the correct passages in Death Mountain by always choosing the cave entrances to the east. If there is no eastern cave, he should choose the one to the south. Once he's gone through the maze, Link will find a hole in a wide open space, just north of a small graveyard. This is the way to the Hammer.



Look for Bagu in these woods.

The enemies in Death Mountain are mean and malicious. Make sure that Link receives the Life Spell by returning the lost mirror to one of the villagers in Saria and that he builds up to at least the fourth level in Attack, Magic and Life before exploring this dangerous stretch of Hyrule.



Return this item to someone in Saria and Link will have the power to recharge.

Game Play Counselor Profiles



Todd J. Bergmann

Became Game Counselor: January, 1989
Hobbies: Scuba Diving, Weight Lifting, Tennis
Highest Game Score: Trick & Field 999,999
Favorite NES Game: The Guardian Legend



Kim Racey

Became Game Counselor: January, 1989
Hobbies: Reading, Fishing, Cross Stitching, Video Games
Highest Game Score: Bomberman 7,628,500
Favorite NES Game: Legend of Zelda



Dave Murray

Became Game Counselor: January, 1989
Hobbies: Saltwater Fishing, Camping
Highest Game Score: Athena 4,000,000
Favorite NES Game: Mike Tyson's Punch-Out!!



Rob Baker

Became Game Counselor: January, 1989
Hobbies: Paper Mache Sculpture, Piano, Guitar, Movies, People Watching
Highest Game Score: Bubble Bobble 6,688,260
Favorite NES Game: Mega Man



COUNSEL



Samus's Quest

Where is Castlevania and how do I get there?



The final challenge, Castlevania, is in the area beyond Deborah Cliff. Kneel close to the rock wall at the cliff for a few seconds with the Red Crystal and let the whirlwind take you to Bodley Mansion.



Kneel here and wait for the whirlwind.

From the mansion, move on to the right through a town and over a broken bridge. At the stairway, go down and continue to the right until you reach a well. If you have the Cross and all five parts of the



Choose the downward path.

If you have all the Count's parts, you can break the well.



Count, you'll be able to break the bricks in the well by using the Neil or the Holy Water. Keep going and you'll be on your way to Castlevania and a final encounter with the Count.



METROID

How do I get over the wide gap and tall pipe in Ridley's Hide Out?



Bombing ability is Samus Aran's most versatile tool. With the explosive devices

Samus can defeat enemies, break through barriers and propel to new heights. In the Hideout of Ridley (Mini Boss II), there are a few places where Bombs are particularly useful. At the top of a long shaft, there is a narrow ledge and a

door to the right that is unreachable unless Samus is rolled into a sphere and that makes it an impossible jump. With a few well placed Bombs and some good timing, however, Samus can blast and bounce to the ledge and eventually receive more Missiles on the other side. In the same Hideout, there is a tall pipe with a narrow gap between the top of the pipe

and the ceiling. While some Metroid maniacs like to use consecutive bombs to cannon ball up and over the pipe, there is more than one way to get to the get past this obstacle. In the floor to the right of the pipe, there is a singular section of brick that can be destroyed by using a Bomb. This will allow Samus to go down one layer of bricks and roll under the pipe.



Use Bombs for the Human Cannonball effect.



The Bombs will open new paths.



RS' CORNER



LOLO

How Do I Get Through Section 10-3?



The first Heart Framer that you should retrieve here is in the upper right. (1) Encase the Snakey on the right side, cross the stream with the egg, collect the Heart Framer and (2) cross the stream again when the egg is near the center. (3) Repeat the same process on the left side. (4) Next, move the Emerald Framer on the right to block the upper part of the Medusa and collect the Heart Framer above. (5) Encase the Snakey on the right, move the egg to the right side of the Medusa and collect the Heart Framer. Repeat the same process on the left side, but this time, fire at the egg after you collect the Heart Framer, so that the Snakey will return to its original position. (6) Then, destroy the rock that blocks the Don Medusa when the Don Medusa is

heading upward. Hide behind the Snakey on the left, encase it and block the entrance to the lower enclosed area when the Don Medusa is there. This will give you a clear shot to the Treasure Chest.



Block the Medusa and make sure to fire at an encased Snakey so you can use it elsewhere.



I'm waiting for your letters.



NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733



1-(206)885-7529
Nintendo Game Counselors
are on call from 4:00 am to
10:00 pm Pacific Time





UNCLE

UNCLE FESTER OF TV'S ADDAMS FAMILY RETURNS
IN THIS WACKY NEW ADVENTURE GAME FROM SUNSOFT.
IT'S MORE FUN THAN WATCHING RERUNS!

FESTER'S QUEST™



THE
ADDAMS FAMILY

One night Uncle Fester's peaceful moonbathing was rudely interrupted when a giant UFO flew overhead and captured all of Fester's neighbors with a teleportation beam. The presence of weird and shiny alien creatures in his town would not normally faze the wacky Uncle Fester but these

buggers were decidedly unamusing. After mulling over about in his attic all night, Fester awoke the next morning with a weird wave being put in his mind to clean up the town. You must work faster to be adventures through the maze of his peculiarly named neighborhood and try to rescue the kidnapped moonbather.



HOT DOG STAND

Hot Dogs are a new favorite food for Fester. By eating them, he regains lost health. Hot Dog Stands can be found everywhere. Fester will eat plenty before he finishes his quest.



CLUE BOX



The Clue Box lets Fester know how far he's progressed in his quest.

ITEMS

Objects essential to Fester's Quest can be found in the town's many homes.



WHIP

The Whip is a useful weapon that Fester acquires later in his quest. It has four different levels of power.



The Sub-screen displays the various devices Fester will need to defeat the alien bosses. Use them all frugally to reach the final goal.

GUN

Fester's freaky gun fires some far-out projectiles. It has eight different power levels. Fester's aim is not good, and you'll need practice to score hits. Fortunately, Fester has unlimited ammunition!



Here are some of those obnoxious aliens that have infested Fester's neighborhood. Each has its own mode of locomotion and attack.



Space Frogs jump sluggishly in Earth's gravity. Shoot or avoid these alien amphibians.



Collect the blue power-ups, but avoid red power-downs that the Slimes leave behind.

Skedlers are easy to hit, but the bugs and slugs they spawn when popped slow Fester down.



When attacked, Slimes multiplies. Shoot again to get Items



Wall-munchers are dangerous beasts; they can burrow through barriers to make surprise attacks.



Wall-munchers are quick and persistent. Stay on them!

Watch out for this guy! He appears when Fester stays in one area too long.

4. THING

5.??

6. MCWIMPIE

3. THING

START

1. PUGSLY

2. WEDNESDAY



Power-up by procuring items.

Collect as many blue GUN symbols as possible, as they raise Fester's power level. Also, light bulbs illuminate the sewers, keys open doors and dollars buy Hot Dogs.



Go down Main Street a few times, dodging enemies.



Power-up Fester's gun to maximum levels this way.



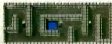
Poke around town!

Stairways give access to the city's sewer system. This slime infested maze leads to otherwise inaccessible areas of the town above it.



Explore every sewer!

Some sewers don't lead to interesting areas, but Fester should investigate them anyway. In some he can power-up.





Find the members of the Addam's Family!

The other members of the Addam's Family are located in the houses scattered about the town. Use keys to enter these houses to get the items they can give to Fester.



PUGSLY He mixes some mean explosives.



WEDNESDAY Her Vice Grips speed Fester along.



THING This bubbling potion restores health.



THING Use this for temporary invincibility!



Boss bases are in the buildings!

inhabits into a dizzying maze. During play, these complexes unfold in puzzling 3-D perspective. The following overhead view maps should help you guide Fester to the doors where the bosses live.



The first building does not have a boss, but it does hold a secret that can help Uncle Fester. As Fester progresses through the town, he can gain additional boxes for his health meter.



Using his tentacled arms, pointy-eared McWimpie will try to frustrate Fester. McWimpie's name may be deceiving, since he's anything but weak.



Fester bravely explores the empty maze, even dead-ends.



Clumsily, he runs into one of the walls...



...and gains another health box!?



McWimpie appears out of the darkness and attacks at once.



Don't be skimpy with your TNT. Blow him away!



Once you beat McWimpie, you can't go back!

Since Fester can't return once he's defeated McWimpie, make sure Fester has all the items described above before he fights him.

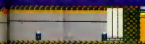


Fester can't go this way!

The building's door is blocked.



It's into the sewers again!



12. MAMA

???



The U.F.O., Fester's final destination!



Fester will need to defeat all the bosses to get to the U.F.O. It's a long and hazardous journey.

13. T.REX

11. MUTILATOR TROY

10. Mr. THUNDERBUD



Check out the fold-out poster map!



The town and sewers should be easy, but refer to the map if you need help.

7. MORTICIA



More valuable items from Fester's family.

Fester finds the foes here more ferocious than before. He'll need more creature confounding contraptions if he's to continue his quest.



MORTICIA

She gives Fester a whip from the family torture chamber



THING

These handy Missiles blow away multiple enemies



MAMA

Use her nooses to summon Lurch for help. "You Rang?"



MANSION

What will Fester acquire in the Addams' Family mansion?



Advance intelligence on alien Bosses!

It will take repeated efforts to subdue these stalwart space bosses. Fester needs to try every weapon to find the combination of attacks that work.

XYBAR

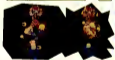
Quicker and tougher than McWimpie, Xybar uses a similar attack strategy. He follows Fester relentlessly, flailing with his deadly tentacles.



To counter Xybar's brutal attack, Fester drinks the Invisible Potion



While the potion is in effect, Fester is invincible!



Fester's free to zap Xybar!

Mr. THUNDERBLADE

Named after his awesome sword, Mr. Thunderblade is possibly the toughest boss. Fester uses every weapon to win!



Reputedly hit him in the chest



Thunderblade tranquilized!



ADE



Beat these two and you're on to the U.F.O.

MUTILATOR TROY



As Mutilator Troy hops around his lair, he sprays the area with his laser gun, making Fester's life miserable. Use the Invisible Potion, Flaming Whip and Missiles to beat him.

Armed with a deadly laser tommy-gun and invincible shield, Mutilator Troy attempts to mangle Fester.



Persistence pays off once again—another boss down!



T. REX



Although he's the final boss before the U.F.O., he's not as tough as he looks.



Use the Potion, Flaming Whip and Missiles!



T. Rex's building is the most complex maze of all. Follow the map very carefully. Good luck!



Get another Health Meter Box!

Before the final showdown with T. Rex and the U.F.O., it's possible for Fester to obtain a fourth Health Meter box. This power-up is the Addam's Family's final assistance to Uncle Fester. To get it, Fester must find a way into the Family Mansion.



The Addam's Family mansion is a different color than other houses.



Bushes form an impossible barrier around the Family mansion. Fester must locate a secret tunnel through the hedges to gain entrance to his home. Once there, he has an all-together oaky family reunion before continuing his quest.



START

- A. See Pugsly for T.N.T.
- B. Get Vice Grips from Wednesday.
- C. Procure the Potion from Thing.
- D. Acquire the Invisible Potion.
- E. First Building: Health Box Power-Up.
- F. Second Building: Boss McWimpie
- G. Meet Morticia for the Whip.
- H. Third Building: Boss Xybar.
- I. Encounter Thing again for Missiles.
- J. Fourth Building: Mr. Thunderblade.
- K. Fifth Building: Mutator Troy.
- L. Addam's Family Mansion: Power-Up.
- M. Secure Nooses from Mama.
- N. Sixth Building: T. Rex
- O. Fester's final objective: the U.F.O.



Fester's Final Advice.

Follow the proper sequence of tasks in order to finish the game. If you skip a step, you may miss out on an important item. Use the maps to quickly go through areas and minimize your contact with hostile aliens.



GAME HINTS

- Explore every area, even though some are optional. Don't skip anything!
- Make sure you meet all the members of the Addem's Family.
- Use your items wisely, don't waste any of them.
- Be careful using the A Button when at an entrance.
- Destroying Slime is a good way to get several Power-Up items, but use caution, or he'll get bogged down.
- The Whip allows Fester to defeat enemies and capture items through barriers such as hedges and wells.
- Once he enters the U.F.O., Fester can't go back.

"Be Prepared ..."

A good motto to follow before entering the U.F.O. base.



Make sure Fester's Gun is at maximum strength.

A Flaming Whip is also essential.



Finally, four full Health Boxes are needed.



Enter below at your own risk!



Strange and powerful creatures infest the U.F.O. If in doubt, use nooses to summon Lurch to clean them up!

Fester can't go back now!

As the final part of Fester's Quest, the U.F.O. is the most challenging. The corridors twist and turn, full of alien guards.



Many mutant monsters make the maze-like U.F.O. their home.



Earth's fate is in Fester's hands! Good luck!!



NOTES ON THE ROGER RABBIT CASE

R.J. Maroon has been murdered. All evidence points to the famous movie star toon, Roger Rabbit. I know Roger is innocent and Maroon's Will can prove it, but the pieces are hidden in four places. Have to find the four pieces and clear Roger. Should search and collect lots of items and information from around the city. Got a tip to search the outskirts of town, but have to watch out for the snakes and other animals who will try to stop us. Definitely have to keep Roger clear of Judge Doom's weasels. Can use Benny the Cab for transportation if necessary. I have a hunch Judge Doom is behind the frame. Have to find Doom in Toontown and defeat him to save Roger. (Must remind myself to take a long vacation when all this is over!)



ROGER RABBIT

I can't take this any more, Eddie! My whole life's turned topsy-turvy. I'm wanted for murder. Judge Doom's weasels are chasing me, and my agent hasn't called in weeks. There's even a rumor that Doom is planning to kidnap Jessica and me. I think I'm going looney!



Not only do I have to find the four parts of the missing Will, I also have to keep Roger from getting run over by cars and carried off by an annoying rubber, plus I have to defeat Judge Doom. But the worst part of all is Roger's job!

**PRIVATE DETECTIVE
EDDIE VALIANT**

ITEMS



Wiz, this gear will come in handy. I'll have to be on the lookout for other good stuff. Hope I can figure out what some of it is worth too.

SPRING SHOES



Spring Shoes will put a spring in Eddie's step and give him the ability to jump across wide distances.

CIGAR



Cigars are bad for your health—especially these cigars. When Eddie throws one of these stogies at an enemy, it will explode.

PORTABLE HOLE



The portable hole is good to use against Psycho. Place the hole in front of Psycho and watch him fall in.

CROWBAR



A crowbar is a very useful and versatile tool. Use it to pry open locks or to throw at enemies.



Where there's a "Will," there's a way to success.

THE WILL

Maroon placed the four parts of the Will in secret places. You must obtain all four parts to clear Roger. Seek out Jessica, Deloras and Baby Herman for clues.



SEARCH



It doesn't pay to be a wallflower. You gotta talk to people. They can help us with our search.



TALK TO PEOPLE



Talking to people can save you a lot of time. They can tell you if a building is worth searching or if it's empty. Go to a side view screen or inside a building. If a person is there, face the person and press the A Button to ask for help. The person will respond with his or her answer. Press A again or wait a few seconds to end the conversation and go on your way.

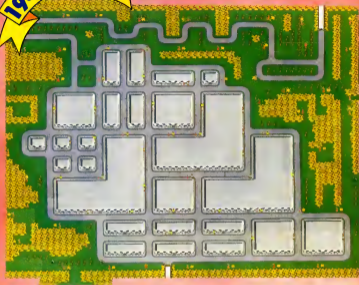
SEARCHING

If the local citizens have advised you to search the building, it's a sure bet that you'll find a useful item there. Move to the place to be searched, press UP and then A. The indicator at the top will tell you the results of your search.



1940's L.A.

**START YOUR SEARCH
IN TINSEL TOWN!**



VALIANT'S OFFICE



The case begins in Eddie's office. Press **DOWN** on the controller to go outside. Pick up the wallet and go back in to Eddie's office. Move to an area you wish to search and press **UP**. Press **A** to search and get another wallet.



Pick up a wallet outside the office

Inside, search cabinets, drawers, and waste baskets



SHOP

Inside the shop, you will see the item for sale resting on the boxes at the left end of the counter. If you wish to purchase the object, press **SELECT** and **RIGHT** or **LEFT** at the same time until you are holding the wallet. Press **B** and the item will drop from the boxes to the floor. Move to the object and Eddie will pick it up. You may then exit the store with your purchase. It's a good idea to drop in on the shop from time to time as the shopkeeper changes the items he has for sale.



You may find items of value at the shop, so be sure to take your wallet.



MAGICAL BUILDINGS



Search the terrain of Toontown until you come to a lake. Go right of the lake and you'll find two Magical Buildings. Enter either one and select an item from your inventory. Press B and the item will fall from your "Holding" box. Pick up the fallen item to replenish your supply.



BENNY THE CAB

For fast travel, move to Benny, press SELECT, and you'll be in the driver's seat. Press A to accelerate and B to brake. You'll need Benny to take you through the tunnels to the outskirts end to Toontown.



THE CAVES

Outside of the city you will find the caves. The caves are dark and dangerous places filled with pits and poisonous snakes. You will need a flashlight to see, spring shoes to make it across the pit, and a rattle to distract snakes. Proceed with caution here.



"HOLD" the flashlight and press B to light the cave. Hold the Jump Shoes and press B to jump the pit.



Hold the rattle and press B to drop it so you can get by the snake.

There are caves located in the outskirts of the city, so be sure to take plenty of flashlights and your Spring Shoes. Snakes live here, too, so bring some rattles.



Call it a bunch, but I've got a better idea for a place to this puzzle here in the outskirts.



TUNNEL TO TOONTOWN

The tunnel to Toontown is blocked by a brick wall. You will need to remove this wall in order to get through the tunnel. Make sure you have the detonator and the dynamite. If you "HOLD" the detonator, go to the wall and press B. The wall will be blown and the path cleared. You'll also need to have Benny close by for a quick trip through the tunnel.



You can't ignite the dynamite without the detonator. Be sure to have both.

Park Benny near the wall and press B to blow it up. Be alert for the pesky weasels that like to hang out nearby.



INK AND PAINT CLUB



The Ink and Paint Club is a very exclusive nightclub. The bouncer is a big gorilla with a bad attitude who will stop you if you don't give him the password. You'll have to locate the password to get inside to see the star attraction—Jessica!



Get the monkey off your back with the password and enter the lounge where you'll find Jessica on stage.



Give Jessica a rose and she will give you a clue.

It's a rough job, but somebody's gotta do it.

THE WILL IS IN PIECES!

Word has it that the Will also names the Toons as the new owners of Toontown, so leave no stone unturned when searching for it. Continue passwords will retain any pieces obtained to that point.



"Hot diggity! We've found a piece!"



The caves are a good place to search for parts of the Will, but watch out for snakes.



As before, distract the snakes with the rattle. This gives you a clear path to the Will.

WHO WAITS IN TOONTOWN?



Jessica and Roger are about to be dipped!! Eddie must climb the stairs and face Doors!!!



Find Baby Herman in Toontown. Ask him for help and he'll give you a clue.





**Uncle Fester
on one side . . .**

**and Batman
on the other.**



ALL
OFF OR

DOT MATRIX WITH STEREO SOUND

BATTERY



Nintendo **GAME BOY™**

COMPACT
VIDEO GAME
SYSTEM

GAME BOY™

SELECT

START

OPTIONAL
44

GAME BOY

GAME BOY. WHAT IS IT?

Portable and powerful, this is the innovative new game system that will travel anywhere. Game Boy's detailed graphics, super stereo sound and compact Game Paks make it a perfect package for play on the go. The Game Boy system comes complete with stereo headphones, a Video Link Cable and a great new version of the Soviet strategy game,

Tetris; a block maneuvering puzzle solver that everyone is talking about. Game Boy games have all of the detail, depth and dimension of NES games, condensed to a size that will go where you want to go. The optional Rechargeable Battery Pack/AC Adapter guarantees that game play will continue for a long time.



**It's All
In Your Hands!**



Battery Indicator Light

Rechargeable Battery Pack/
AC Adapter Connection

Power

Game Pak

Video Link
Cable Connection

Contrast

Volume



Nintendo GAME BOY.

Controls



Speaker

Headphone Jack

Battery Cover



All the Power of the NES, Pocket-Size

Game Boy allows for the power and capability of a larger system in a package that is about the size of an NES Controller with an LCD screen tacked on. While the technology allows for only a monochrome screen, the intricacy and resolution of the graphics are state of the art. And, with headphones, you'll be able to listen to Nintendo games in true stereo for the first time. Five complex and challenging games are already available or

on the way and there are 35 licensee companies ready to make games in the near future. There will be some familiar characters in Game Boy games, but every program will be exclusive to Game Boy. In addition to Tetris, so far there's Tennis, Baseball, Alleyway and an all new Super Mario adventure where he goes to places that he's never been before—Super Mario Land.



Video Link for a Two-Player Challenge!

Two-player games are fantastic with Game Boy and the Video Link Cable which will allow two Game Boys to be connected and played simultaneously. Two players plus two Game Boys and the video Link Cable equals ten times the fun. Since there are two

screens, competitors see the action from their perspective. Tennis, for example, is always seen from an individual player's own side of the court and, in Baseball, the pitcher has a view from the mound and the batter has a view from the plate. Look for the Video Link Symbol for two player simultaneous games.



◀ Look for this symbol for a 2-Player link up.





A Link With

THE SOVIET UNION

A brand new version of the popular Soviet designed game, Tetris, is now available with the Nintendo Game Boy and will soon be released for the NES. Tetris has been entertaining personal computer users worldwide for some time. Alexey Pazhitnov, a member of the scientific staff of the U.S.S.R. Academy of Sciences Computer Centre in Moscow, created the game in 1985 on the Soviet Electronica-60 computer. Pazhitnov has a degree in Engineering and Mathematics from the Moscow Aviation Institute and has designed programs in the areas of speech recognition and computer aided design.

Tetris is simple in design but playing involves a lot of strategy. It always compels the player to try one more round. Recognizing the broad appeal of the game, Pazhitnov adapted it for use on the IBM Personal Computer in late 1985. Since then, Tetris has been a PC phenomenon.



Brad Lincoln squares off with Tetris designer Pazhitnov.



Howard Lincoln presents Game Boy to Soviet power players to be.

Nintendo of America Senior Vice President, Howard Lincoln, met Pazhitnov in Moscow while securing the Tetris rights for home video game systems. Pazhitnov, who speaks English fluently, and his family extended their hospitality to Lincoln. They were all very excited about Game Boy and its introduction with Tetris.

To further the Nintendo/Soviet video link, Moscow invited Lincoln and his son, Brad, to attend the opening ceremonies of the 1989 International Children's Camp in a town 130 kilometers outside of Moscow. One hundred Game Boy systems were donated by Lincoln on behalf of Nintendo.

Lincoln also presented a Game Boy system with Tetris to Mr. A. A. Serebrov, a Cosmonaut and a big celebrity in the Soviet Union. To demonstrate that Game Boy is the ultimate in portable video game systems, Serebrov will take it into orbit, and we believe that even in the absence of gravity, the Tetris block patterns will still fall into place.

TETRIS™



Absorbing and intriguing, this is Tetris, the Soviet designed strategy game that comes with Game Boy. Block patterns fall and, if you maneuver them just right, they fall into place. It takes quick thinking and a lot of strategy to know exactly how to rotate and shift the blocks so that they'll fit, and once you've started playing, it's hard to stop.

Seven Different Patterns Become Pieces in the Puzzle.

The root "tetra" means "four" and that is a significant number in Tetris. There are seven different ways to arrange four blocks with sides touching, and each of these arrangements is represented by a block pattern, or Tetrad, in the game. Manipulate the Tetrads as they are randomly introduced and fill up the spaces to keep the pile from reaching the top.



This Tetrad will fit anywhere and it's the only one that will help you complete a Tetris; four solid lines formed at once.



This one is good to use in filling single block gaps and for placing on stair-like patterns.



Be careful not to let these Tetrads stack up too high. Use them to slip in one block spaces or to cover a single block.

Any way that you rotate this Tetrad, it's perfectly shaped to fill a two block space.



Slip these Tetrads over to fill covered gaps and cover spaces that are two blocks high.



How to Play

Move them over, set them up and put them in place. The Tetrads appear at a steady pace and you must turn and transfer them methodically so that they'll position perfectly and fill holes. Once a line is complete, it will disappear and make room for more blocks. Don't let the pile reach the top, or the game will be over.



Use the Control Pad to move the Tetrad laterally and slide it down into place.



Turn the Tetrad a quarter turn counter-clockwise with every tap of the B Button.

Rotate the Tetrad clockwise using the A Button.



Take it easy or be a Hot-Shot for a High Score.

There are multiple strategies that you can use with Tetris. Some are conservative and fill lines one at a time and some can be slightly more daring with a

chance for a bigger payoff. With more experience, you can take calculated risks and try to complete multiple lines.

For Beginners:



Fill in each gap with an appropriately sized Tetrad. Set it up carefully and move it down into place.

Use the entire screen. Complete one line at a time and try to fill in the lowest gaps.



There are fewer points for this, but it's a steady way to build a score.



With some practice, you'll be able to complete two or three lines with a single Tetrad.



Try to keep an eye on what the next Tetrad will be and plan for the future.



More points are given for multiple line completions.



Advanced: Shoot for a Tetris!!!

The best way to send your score through the roof is to complete four lines at once with the placement of a single Tetrad and score a Tetris. Only one Tetrad is designed to fill this task, and it is something of a risk to wait for it to appear as the blocks pile up dangerously close to the top of the screen.



Tips for the Expert:

**Build Your Score by
Completing a Tetris!**



It's a risky strategy, but scoring a Tetris several times in one game makes for an unbeatable score.

Don't be an Artist.



Intricate sculptures may be pleasing to the eye, but they won't do anything for your score.

Don't Cover up Your Mistakes.



Don't build up blocks over a covered gap. Instead, try to complete the lines right above the gap so that you can reopen the space and fill it in.

Keep Track of What's Next.

One of the keys to Tetris is to remember that, while the Tetreds appear one at a time, there are always more Tetreds to follow. Before deciding where to place the Tetred that is falling, check to see what's coming next.



The first choice shown here works but it is best to avoid piling blocks up high.

The second choice is better, but considering the next Tetrad, it looks like it will be a better fit for that space.

The third choice is both low and fills a space that is unique to that Tetrad. Go for it!



GAME BOY



The Challenge: Two players connect with Video Link for a Tetris Tournament.



Two-Player Game Boy Tetris is a game of warfare. To win is to outlast your competitor. One important strategy is to transfer lines from your Game Boy to your opponent's. For every two line completion of yours, one line will move over to your opponent.

With a three line completion, two lines will transfer. With a Tetris, four lines will move over. Howard and Nester have Video Linked for a friendly game of Tetris to demonstrate their different strategies.



Out of the blocks, our competitors have taken this challenge seriously. Nester has scored a few lines, but he'll have to keep on his toes.



Howard's going for the big scores and he has just made a Tetris. This is the best way to put your opponent on the defensive.



Uh-Oh. It looks like this could be the end for Nester. Maybe he'd rather play Super Mario Land.



Take the power of Nintendo anywhere with Game Boy!

HEY HOWARD!
HAVE YOU SEEN
THE NEW
GAME BOY?



SURE!

BOTH OF
US CAN
PLAY...



... WITH THE VIDEO
LINK CABLE!



NOW THAT
I HAVE HIS
CONFIDENCE UP,
NEXT TIME I'LL LET
MY HANDS OFF.



P Reviews

Look for previews of
the hottest games for the
NES—here in Nintendo
Power.



There's something for everyone in this issue's Preview Section! For fantasy enthusiasts, Capcom offers Willow, an epic adventure game that's sure to become a favorite of Zelda fans. The summer's blockbuster motion picture, BATMAN, is also coming to the NES,

courtesy of Sunsoft. River City Ransom from Technos is certain to appeal to fans of knock-down, drag-out street brawling games such as Double Dragon and Renegade. Armchair quarterbacks will surely scramble for Nintendo's NES Play Action Football.

WILLOW



River City



BATMAN™



NES PLAY ACTION FOOTBALL™



Tales of Dreams and Imagination

There are two Spirits watching over the world.

One, the Spirit of the Skies, gives light and power to all beings.

The other is the Spirit of the Earth who gives courage and hope.

The two Spirits each sent a messenger in order to bring peace to the world.

And the beautiful messengers were given a special power to protect the people's future.

That special power was

— Magic.

The people were living peacefully, protected by a great magic.

Bowwoda, the Messenger of the Skies, became greedy for power.

In arrogance, she decided to use her magic to conquer the world.

Fin Raziel, the Messenger of the Earth, discovered her plot...

And tried to persuade Bowwoda to return to the skies.

But her magic was sealed and she was turned into an opium by Bowwoda's wicked magic.

Bowwoda declared herself queen of the world.

And started to build up her strength to rule the world.

Willow's adventure starts now...



CAPCOM'S NEW FANTASY GAME!

Experience high adventure and action in Willow, Capcom's challenging new adventure game. Colorful graphics and interesting characters will involve the player in the action more than other role playing games, and even seasoned players will find the game's puzzles baffling. Willow's magical world awaits you!



Adventure through the towns, forests and caverns of the world. Meet friends and foes.



When you enter houses, castles or caves, try to talk to the inhabitants and get clues or items.



DON'T JUST CARRY ITEMS, USE THEM!

Obtaining an item or weapon is not enough, you must activate it by selecting it from the sub-screen.



Useful spells, such as Fire Fir, can be learned from many sources.



Some magic items, like the Heelmace, have spell-like functions.



Willow can cut with his sword in a sweeping motion. Using a sword takes practice.



You need no money, obtain items from allies or defeated enemies.



The sub-screen shows which items you've managed to get so far. There are many to find.



Willow can cut with his sword in a sweeping motion. Using a sword takes practice.



He can also stab with his sword in a thrusting action.

LOW™



WILLOW'S WORLD

Rocky Mountain
Maze

Castle of
Nockmaar

Country of
Tir Asleen

Two Sacred Towers

Haunted
Island

Tavern of
the Traveler

The Fairy, Cherlindrea

Forest of Death

The land is vast and is inhabited by the people of many clans. Fantastic and exotic locations abound with many different types of terrain. There are many locations that are not labelled on the map, and Willow must visit them all to save his world. In most cases, he must solve one area's mysteries before moving on the next.



NELWYN, WILLOW'S HOMETOWN

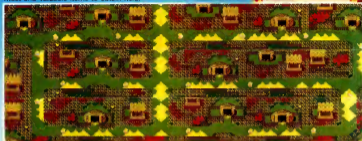
Willow's long quest starts here. Although it is a small village, there are many important people to meet and valuable items to obtain here.



Willow should talk to all his neighbors before leaving town. It only to say goodbye. He may not see them again for some time.



Thus begins Willow's adventure.



WONDROUS WEAPONS, AMAZING MAGIC AND IMPRESSIVE ITEMS:

There are 46 different weapons and items to be found in Willow's world. You must discover every one if you are to thwart Bavmorda.



SWORD

Willow will find many blades, from the trusty Long Sword to the powerful Wonder Sword.



SHIELD

Willow can also obtain a variety of shields, made from increasingly powerful materials.



MAGIC

A wealth of magic spells.



Willow challenges players with a lavish world to explore and numerous items to find. It also features a great story and excellent graphics. If you're a fan of adventure games, you won't want to miss it!

Before he resolves the final conflict with Bavmorda, he will encounter strange creatures, powerful swordsmen, mighty magicians and awesome spirits.



Ancient artifacts of awe-inspiring power will aid Willow during his journey.

Caught up in forces beyond his control, Willow is a man of destiny. He will leave his village a peaceful farmer and return a mighty hero. Willow's fateful journey is lonely; only you can help him finish his quest and triumph over Bavmorda.

Simultaneous play is the only way!



River City

RANSOM™

The Generic Boys giving you trouble? Can't seem to get across the Clark Street Bridge alone? Well my friend, Technos has given you the solution. Just holler for your best NES buddy and the two of you can take 'em on at the same time! It's the roughest, toughest, two-fisted, put up your dukes street brawl ever—River City Ransom!

I hold your city captive & Ryan's girlfriend hostage. With my gangs of students & evil bosses, nobody can stop me now. Meet my demands — or else!... P.S. Alex & Ryan if you interfere, you'll be in for the fight of your lives! ... SLICK



TM & © 1989 American Technos



There's strength in numbers, but two is all you'll need!

If you're looking for a game that is as much fun for one as it is for two, then here it is! With River City Ransom's simultaneous play feature, you'll be able to move about with two characters independently on the same screen. Pow! Crack! Biff! This one's a knockout!



Renegade fans will be delighted to see a game that uses the same basic moves, with all the features of a full-blown adventure game.



A tough spot for one, but not for two. Back to back players can literally take on an army of these two-bit thugs.



Yeow! Watch your hands Alex! You'll have to be careful as a errant punch will hurt your buddy just as much as your enemy.



This guy's looking for double trouble. Players can line up so that they are able to team up and both go after that same extra tough boss man.

Knowledge is the key to survival!



River City has many malls scattered all over the place. Each contains several shops selling everything from a chicken sandwich, donuts, or cookies, to shoes, books, and that special toy that you don't want the boys to find out about. Each item does different things for your character. Some make him strong, some make him fast, some just make him feel real good inside. It's up to you to figure out what each does and how it will help you.

Worason Feet > Nothing
> Indian Lora

Is this what Alex wants? Books hold very special secrets

Book	25	Book	25
Book	25	Book	25
Book	25	Book	25
Book	25	Book	25
Book	25	Book	25
Book	25	Book	25
Book	25	Book	25
Book	25	Book	25
Book	25	Book	25
Book	25	Book	25

And so Alex has learned many skills to help him!



You are what you eat!



The cafes have many different types of food. Some help you rebuild your health, some make you strong. So much to choose from!



Some food you can get to go. This lets you carry the food item on the road in case you need later for a quick recharge.



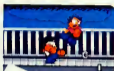


These boys are armed to the teeth!

Unlike many of the street action games, River City Ransom allows you to pick up and use any item that your enemies carry. You can swing them or throw them, whichever you choose. Here is a list of just a few of the items but there's many more. For these two Bruise Brothers it's a choice to either arm up or just go at it like a whirling tornado of fists and feet.



A good old straight punch. Books make it better.



A swift kick puts this badde face down in the dust!



You can chuck 'em or you can slam 'em with a body throw.



Time to take out the trash! The can's the plan. Please don't litter.



Whew! Finding Ryan's girl is tough work. Time to look for some grub and quick!



When you want info,
you talk to the man!



Sticks come in wood or lead. They can hurt ya, so watch it.



What! A fire? That's right, a fire. Anybody missing one?



The chain's useful in some places. Watch out as it can be thrown from some place off screen.



This is not going to be a stroll in the park. Behind the gates you'll find the Boss. Let him have it and he'll spit the beans.

River City RANSOM

THE LEGENDARY CAPED CRUSADER
IS NOW ON YOUR NES!



TM

BATMAN

BATMAN, "fabled avenger of the night," has been a symbol of justice and a hero to millions for 50 years. Donning his famous cape and cowl, he has waged his personal war on criminals and villains in books, on television, and on the silver screen. Now, BATMAN comes to the Nintendo Entertainment System in a terrific new action Game Pak based on the blockbuster movie. Gotham City has come under siege by a deadly nerve gas and Vicki Vale, the lady love of Bruce Wayne (BATMAN's secret identity), has been kidnapped. And it's all the work of BATMAN's arch nemesis—the disfigured psychotic known as... JOKER!

The STORY



THE BATMAN MOVIE IS A FILM BY JAMES BATHE. CASTING BY JAMES BATHE. COSTUME DESIGNER JAMES BATHE. MUSIC BY JAMES BATHE. EDITOR JAMES BATHE. PRODUCTION DESIGNER JAMES BATHE. EXECUTIVE PRODUCERS JAMES BATHE. PRODUCED BY JAMES BATHE. WRITTEN BY JAMES BATHE. DIRECTED BY JAMES BATHE.



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ALL THE ACTION OF THE HIT MOVIE IS AT YOUR FINGERTIPS!

The ominous graphics capture BATMAN's smooth agile movements and unique super hero action. The finely honed physique, billowing cape, and graceful movements which have long been associated with BATMAN, highlight this adventure. Cinematographics (a la Ninja Gaiden) set the stage for each of the five levels. The game features special weapons and skills that could only belong to the Darknight Detective.

JUMP

Press A and BATMAN's powerful legs launch his high jump. Press A and LEFT or RIGHT for BATMAN's long jump.



PUNCH

Execute BATMAN's signature pile-driver punch by pressing B. Press B rapidly and he responds quickly with a flurry of punches.



ITEMS

BATMAN's keen eyes will be watching for special useful items.



Where
is
Vicki?



"Wait till they
get a load of me."



SPECIAL SKILLS AND WEAPONS!

The Caped Crusader can carry and collect three different types of weapons: a gun, a Dirk, and the world famous Batarang. Defeated enemies will sometimes give up Bullet icons. If BATMAN grabs these, he will add to his arsenal. Each time the Masked Manhunter uses a weapon, he depletes his weapons count. However, BATMAN's greatest weapon is his brilliant intellect and precisely trained body. His renowned athletic ability is present in BATMAN's wall jump technique, a slick acrobatic movement that propels him from wall to wall and allows him to climb up sheer surfaces.



BATARANG

BATMAN's fast reflexes can launch

Batarangs rapidly. Each one depletes his supply by 1.



GUN

Firing his special gun inflicts more damage, but costs 2 weapons units.



DIRK

The specially designed Dirk spreads to cover a wider range, but subtracts 3 weapons units.

WALL JUMP

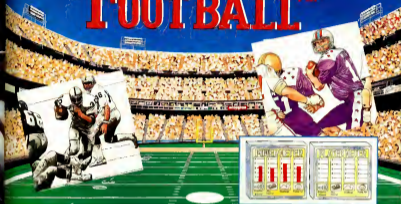
BATMAN's amazing wall jump technique is executed by pressing A and RIGHT or LEFT to jump toward a wall. At the moment he touches the wall, press A again to hold on for a split second. Repeat the process and rebound to the top.

Stage 1—area 1



JOKER is Waiting!

NES

PLAY ACTION
FOOTBALL™

KICK-OFF WITH POWER!

Passing, punting, power sweeps, quarterback sacks, interceptions—whatever you see in the NFL, you'll control with NES Play Action Football! Realism like you've only dreamed possible. From the playing of the Star Spangled Banner to the final gun, you'll match skills and wits with the best players in football.



Variety is the name of this game. Battle the computer, a friend, or play with four people in teams with the new NES Satellite. Once you've chosen the mode of play, the choices have just begun. Selecting teams, offensive and defensive plays and substituting players gives NES Play Action Football the feel of the gridiron.



NES Football Action!



Team up "four" fun!

With the revolutionary new NES Satellite you can team up with a friend against a pair of opponents. Executing the plays becomes a new challenge, and second-guessing the play selection of two "coaches" can be nearly impossible. Remember that team work is the key.



Five Play Options

Finally there's a game that fits every lifestyle. In 1-Play mode you can challenge the computer at four levels of skill. The Play-off mode pits you against seven teams in a Sudden-Death elimination tournament. Scrimmage with a friend in 2-Play or both of you against the computer in Double VS Computer. You can even play two on two with four people!



Levels 1-4

By selecting one of the four preset skill levels for the computer, you can compete as a novice or a pro. Are you ready for the top level?



Eight Teams

In the NES Football League there are eight teams competing for the Power Bowl title. Each team is composed of players from actual NFL franchises.



Play-Offs

Once you've gained experience in the trenches, switch to Play-off mode. Only the best get to the Power Bowl.

The Stadium Goes Wild!



CLASSIFIED INFORMATION



1943

FROM AGENT #127

Custom Made Code

Our code crackers have been working long hours to discover the secret of the 1943 password. With this system, you can start on any stage and your plane can have the maximum strength allowed for that stage. The code is five digits in length. The first four digits determine the stage and the strength of your plane, and the fifth digit acts as a qualifier, making it difficult to randomly enter a code that works.

The first digit corresponds with the stage number. Using the Digit 1 Key below, find the stage that you want to start on, and choose the code digit next to it. The second digit will determine the Offensive and Defensive Powers. With the Digit 2 Key, find the desired Offensive Power column and the desired Defensive Power row. Then locate the code digit where the column and row intersect. If, for example, the Offensive Power is 3 and the Defensive Power is 2, the second digit will be 8. The third digit combines the Energy Level of the plane and the strength of the Special Weapon. Use the Digit 3 Key to find the

Find the five digits
of your code by
using these tables.

DIGIT 2

DEFENSE	OFFENSE	1	2	3	4	5	6
1		3	2	1	0	4	6
2		A	9	8	7	8	.
3		H	G	F	E	C	D
4		I	N	M	L	J	K
5		P	O	T	S	Q	R
6		W	V	U	Z	X	Y

DIGIT 4

TIME LIMIT	1	2	3	4	5	6
CODE	1	6	0	W	N	9

DIGIT 1

STAGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
CODE	0	7	E	L	S	Z	I	P	W	3	A	H	U	5	K	F	1	6	8	D	M	R	T

P O E G P



Level, Special Weapon strength and Special Weapon time limit is 14. On the Digit 5 Key you'll see Stage 8, the minimum for that much power. Since you chose Stage 8, the code will be valid and the fifth digit is D.

appropriate letter or number. To find the fourth digit, choose the Special Weapon Time Limit and use the corresponding code digit on the Digit 4 Key. To determine the fifth digit, add the Offensive Power, Defensive Power, Energy Level, Special Weapon strength and Special Weapon Time Limit. (Code numbers only, letters are 0 points) and find the total in the Points Column of the Digit 5 Key. Now look at the stage number below the point total. If the stage number you chose is less than the stage number on the key, the password will not work. If the stage number you chose is equal to or greater than the stage number on the key, use the code digit below it on the key to complete the code. Start your mission and you'll be on your way!

DIGIT 3

WEAPON	ENERGY	1	2	3	4	5	6
1		I	O	V	U	W	H
2		D	J	Q	P	X	C
3		8	E	L	K	R	6
4		3	9	G	F	S	7
5		Y	4	8	A	M	1
6		T	Z	0	5	N	2

DIGIT 5

POINTS	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
"TOD"	1	3	4	5	6	7	7	8	9	10	11	11	12	13	14	15	16	17	17	18	20	22
CODE	1	3	A	N	X	P	D	8	G	S	Q	J	E	F	M	R	K	L	Z	O	5	U

NINJA GAIEN

■ FROM AGENT #068

● Preserve Power Points

According to our Ninja specialists, the Jump and Slash is the weepion to have, especially when going after the enemies at the end of a stage. While making use of this powerful item, Ryu can be invincible in the air. The drawback is that it requires five Power Points to use, even if Ryu just wants to break a lamp for the hidden items behind it. Agent #068 has found that the Jump and Slesh will not be activated

if you press and hold the Down arrow on the Control Pad while Ryu is in the air and you press the B Button so that he will swing his Sword. This way Ryu will be able to save the Power Points to Jump and Slesh more imposing targets.



Hold the Down arrow and Jump and Slesh won't activate.

● Up and Over

In last issue's Counselor's Corner, we discussed a tricky section of Stage 5-2. Since then, our agents have found a new way of getting past this point. At the area with a high plot of land on the left, a narrow passage on the right, and a pit between them, we suggested that Ryu follow a "Z" pattern to get to his destination. We have also found that Ryu can leap high to the right and climb the wall to the top for a short-cut. To make Ryu climb the wall, hold the A Button and rock the Control Pad to the Left and Right. When Ryu gets to the top here, he can fall to the right through the wall to the passage below.



Climb the wall here, move to the right, and fall to safety

STAR SOLDIER

■ FROM AGENT #414

● Instant Offense

Begin your mission to defeat the sinister Starbrain with a completely equipped fighter by using a code that our agents have discovered in the far reaches of space. When the title screen appears, press the Select Button ten times on Controller I. Then hold the Down and Right Arrows on Controller II and hold the Up and Left Arrows on Controller I. Press Start on Controller I and you'll have an amazing array of weapons. While fighting, you'll be able to switch your weaponry to an extra strong Laser by pressing the Select Button.



Follow the above sequence to have a power packed starfighter. Then, press Select for Laser power.



Quick Tip:

If you would like to stop and save the game quickly in The Legend of Zelda or Zelda II: The Adventure of Link, you can use an "easy out" option that our agents have found. Pause the game by pressing the Start Button and, with Controller II, press the A Button and the Up Arrow at the same time. You will then be able to Save or Continue. This is a particularly useful tip to use if you are unable to move on after trying the Zelda II: The Adventure of Link trick in the May/June issue of Nintendo Power.



FROM AGENT #710 ● Hold the Mustard

While Mega Man makes his way to the lair of Woodmen, he encounters the fierce, fire-breathing Hot Dogs. The Hot Dogs have tremendous strength in their blasts and are tough enough to take several hits from Mega Man's Cannon. This is where Flashman's Time-Stopper can be a real life saver. If Mega Man activates the Time-Stopper just before meeting the Hot Dogs, those cantankerous canines will not make an appearance for as long as the power of the Time-Stopper continues.



Use Flashman's Time-Stopper in the Woodman Stage before encountering the Hot Dogs, and the Hot Dogs will be gone.

Another almost essential section to have the Time-Stopper in is the Quickman stage. The deadly Beams in this stage will freeze while the Time-Stopper is activated. Mega Man must be careful when he activates this item though, as the power is limited and there are a lot of beams. If Mega Man doesn't have Time-Stopping capabilities, nothing short of perfect timing will let him get past the beams.



Stop time and keep moving.

FROM AGENT #615 ● Patience Pays

One of the great advantages of the Leaf Shield, which Mega Man receives after defeating Woodmen, is that it doesn't use any energy until it is released. As long as Mega Man doesn't make a move while the Leaf Shield is activated, it will protect him from most enemies. A valuable area to use the Leaf Shield is in the Airman Stage. When Mega Man encounters a swarm of flying enemies, he can activate the Leaf Shield and perpetually defeat these creatures while standing in one place. Surveillance reports have shown that if Mega Man waits long enough, some of these defeated enemies will turn into 1-Ups. Mega Man may have to move to collect them, thus using some of the Leaf Shield energy upon release, but he will also probably come across a number of Energy Capsules, as they are usually more common than 1-Ups.



The swarms won't hurt Mega Man as long as he has Leaf Shield protection.

FROM AGENT #257 ● Don't Stop Now

Our agents have discovered that the best way to pass by the splashing acid toward the end of the Dr. Wily stage is at a brisk trot. As Mega Man is falling down to encounter these deadly drops, he should move to the right and start running as soon as he lands. If he continues to run, he'll go unharmed.



Move quickly and you'll end up without a scratch.

CLASSIFIED INFORMATION

THE GUARDIAN LEGEND™

■ FROM AGENT #266

● Tune Test

Single out the sounds of The Guardian Legend with this Sound Test. On the Controller, press and hold the A and B Buttons, and press Reset on the Control Deck. The words "Sound Test" and a number will appear on the screen. Change the number by pressing Left and Right on the Control Pad and then press Down to demonstrate one of the sound effects or tunes in this space adventure.



TECMO BOWL™

■ FROM AGENT #684

● Mirror Image

Here's the perfect way to pit your passing, punting and running skills against the skills of the computer. There are two special codes that our agents have found which allow a team to scrimmage against a team that is equal in every way. Washington plays Washington with the password 5B7FBFA3 and Denver faces Denver with the password CFBFF7A0.



These codes allow for the ultimate face-off, where identical teams play for the championship.

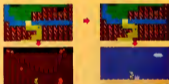
ZELDA II

THE ADVENTURE OF LINK™

■ FROM AGENT #356

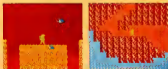
● Monster Maneuver

Link must save as much energy as he possibly can on the road to the Great Palace. We've discovered that he can bypass at least one enemy encounter while travelling on this road with a little luck and good timing. After passing the River Devil, Link will be on a path where wandering monsters cannot hurt him. On this path there are three parts where Link will face rock-throwing enemies. If Link enters the first section at the same time that a wandering monster intersects with his path, he will go to a safe section of the path instead of meeting with the rock throwers.



Pass up problems by meeting with monsters.

Link can repeat this maneuver while even closer to the Great Palace, but in these cases, he will be on a path that is less safe and he will have to confront the wandering monsters. This is still less dangerous, though, than the pit plagued areas that he will be passing.



Easy enemies provide an agreeable alternative to lava leaping.

LEGACY OF THE WIZARD™

■ FROM AGENT #123

● Triple Threat

No code before has had as many different applications as this one that our agents have discovered for Legacy of the Wizard. The sequence will require more than two hands to enter, so get a friend to help. On Controller II, press and hold Right, Up and the A and B Buttons. On Controller I, press and hold Left, Down and the Select Button. Then press the Start Button on Controller I, and you'll hear a tone. This tone will indicate that the code has been entered and that you will be able to perform the following three tricks in the order that they are presented here.

1 Music Lesson

At the beginning of the game, where the family is seen around the table and you have the choice of what character to use, move the cursor so that it points to the painting on the wall and press the A Button. The music in the room will change and will continue to change every time that you press the A Button until all of the music from the game has played.



When the cursor is in this position, press the A Button to change the music.

2 Free Armor

Next, choose Ross and move on to the first shop, in the tree near the home. Move Ross over to the Crystal on the right and press the A Button as though you intend to buy the Crystal. The sound will indicate that you don't have enough Gold to buy the Crystal and no Gold will be taken away. This, however, will not stop the shop keeper from giving Ross armor, at no cost.



You can't afford a Crystal, but you'll get free Armor.

3 Bonus Players

After receiving the Armor, return to the house and select Ross and the Armor. Stand outside of the house with the Armor on and let Ross' Magic run out. Then go back into the house. This is where you can enter a password if you have one, or start a new game. Select a character and set out on your adventure. When your character's life meter goes down to nothing, it will refill three times, just as though you had three Life Potions. The Magic powers of your character will not fill up, however, so make sure that you continue to collect plenty of Magic filling vases.



Let the Magic go down and select a character for free life refills.



Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

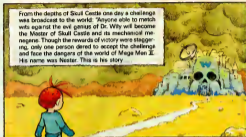
Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733





NESTER

HOWARD & NESTER



From the depths of Skull Castle one day a challenge was broadcast to the world. Anyone able to match wits against the evil genius of Dr. Wily will become the Master of Skull Castle and its mechanical menagerie. Though the rewards of victory were staggering, only one person dared to accept the challenge and face the dangers of the world of Mega Man II. His name was Nester. This is his story.



SO WHERE IS THIS AMAZING NESTER PERSON?

IT'S ME, YOU MEGAMANNED MUTT. NOW TAKE ME TO YOUR LEADER.



SO, YOU THINK YOU CAN OUTWIT THE GREAT DR. WILY DO YOU? WHAT IS YOUR SUBJECT?

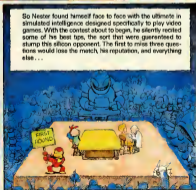
VIDEO GAMES, TIPS AND TACTICS. PREPARE TO LOSE YOUR SHIRT AND EVERYTHING ELSE!



I BET IT'S NOT AS GOOD AS A NES ADVANTAGE.



THAT'S NOT SAYING MUCH.

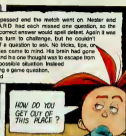




THE
METAL
BLADE



THE
AIRMAN
STAGE,
CIRCUIT
HEAD /



HOW DO YOU
GET OUT OF
THIS PLACE?



YES MASTER.
YOU CALLED?



WINN-DIXIE AND ALL THREE USED
NUMBER ONE POSITION
PLATFORMS ARE OPENING
UP AND WITH 1997 EARNING
LAST PLATFORM MOVING UP
TO THE LEADER POSITION. THE AVERAGE



NESTER
IS
THE WINNER



YES, MASTER.
NEITHER IS THE...



VIDEO SHORTS



AIR FORTRESS™

from HAL

©1987, 1988 by Activision, Inc. • 1987, 1988 by Activision



Their armada defeated, the Farmellians launch a desperate last-ditch mission. They've sent one lone hero, you, Hal Bailman, to infiltrate eight sinister space fortresses—living entities which are invading Farmel. Each Air Fortress is composed of two parts. First, riding your sleek space cycle, you must avoid or defeat rapidly advancing enemies, picking up valuable Energy pods and Crash Beam Bullets along the way, as well as "Invincible" and "Obliterate" icons. If you successfully complete this Air Base section, you will be taken through the Air Lock to the second part of the stage—the main body of the Air Fortress. There, you must defeat mechanized enemies and locate and destroy the nucleus of each Air Fortress. However, a chain reaction could trap you and you must find the Riding Zone to escape. There is a sweet continue feature, but to ensure success, make maps from Fortress number three on.



In the fast paced Air Base section, you must eliminate or avoid enemies.



As the screen scrolls right, grab the power icons.



Make your way to the elevator/Air Locks leading deeper inside.





SKY SHARK™

from TAITO

TV Taito America Corporation



Grab the "S" to
increase your
Shooting power

When faced with a
large number of
enemies, use a bomb



Your squadron has dubbed you the Sky Shark and you are the one hope for American WWII P.O.W.s who are being marched further into enemy territory. Your trusty P-40, painted with a shark's face, will need more than fierce looks to battle the tanks, planes, and ships that await you. You must complete five stages to save the prisoners. Navigata carefully as you only have four planes to complete the mission. Your ammo is unlimited. Bombs cover a wide range and can take out a lot of enemies. However, you only have three bombs per plane, so use them wisely. "Safe journey, Shark." A challenge even for experienced ees!

CASINO KID™

from SOFEL

TMSC, Inc. Corporation



Mingle and learn the
locale. SELECT
the
right waitress and
get a money-saving
password



It's up to you, but
we would never
draw to an inside
straight! (Well,
almost never.)



Blackjacks pay 5 to
2. Hey, when you're
hot, you're hot.
(Really burns the
dealers, too.)



Enter the high stakes world of professional gambling with this role playing casino game by Sofel. You can beat the eight Black-jack dealers and the eight formidable Draw Poker players—to reach the winner-take-all game with the "King" owner of the casino—and walk away \$2,000,000 dollars richer. Or...you can lose your shirt. Local patrons will tip you off on how to read your opponents, but truly skilled card players will appreciate the game play involved here. Luck is fine, but "you got to know when to hold 'em..."



CASTLEQUEST™

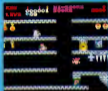
from NEXOFT

TMSC 1997 South



Okay, You've got your basic bad guy (Mad Mizer) who has your basic kidnapped princess (Margarita) and your basic good guy hero (Prince Rafael) who is on a mission to rescue her. However, this is anything but your basic quest! The basic idea is to find lots of different colored keys that will open lots of doors of the same color. **BUT THERE ARE NO EXTRA KEYS!** So which key for which door and in what order??? The action is slow, but the challenge in logic is among the greatest we've seen. Rafael starts with fifty lives, but there is no continue feature. However, a sub-command back-up feature is very helpful.

Big hint: make maps and number the keys, rooms, and doors.



Potions, rings, and money earn bonus points toward extra lives.



The Oxygen Bottle at night enables Rafael to go underwater.



JORDAN VS. BIRD: ONE ON ONE™

MILTON BRADLEY

TM Milton Bradley Co. © 1997 Milton, Ark

Two of the greatest athletes ever to grace a basketball court are headed your way in a Game Pak designed especially for individual excellence. You can be either Michael Jordan or Larry Bird in the eight game play modes, with lots of options for each game. While there is no traditional basketball court play, you can play One On One or Slam Dunk, or shoot a little Three Point from a five location semi-circle around the basket. Or simply practice in the Warm Up modes. Take on a fellow "court magician" or play against the computer at different difficulty levels. A stats board keeps track of performance factors.



Try to time your jumps in order to effectively block your opponent.



Select any of these bad moves to perform in the Slam Dunk contest.



BAD STREET BRAWLER™

from **MATTEL**

TM Mattel Inc. © 1988 South Software.
All Rights Reserved.



Practice new maneuvers, before each stage with the punching bag.



Duck to avoid objects and retain energy! The energy meter is displayed at bottom.



At the end of each stage, Duke loses recovered bonus items in the trash can.

The instruction manual states: "You are Duke Davis—former punk rocker and the world's coolest martial arts vigilante!" Says it all, doesn't it? Move through fifteen stages of parks, alleys, piers, railroad yards, and other assorted unfriendly places. With moves like the Ear Pull, Roundhouse Kick, Bull Ram, Strangle, and Head Butt, you must dispatch fiends like the Skateboarder, Fat Man, Azila the Honey, and one real funky gorilla, just to name a few. Be alert. Some moves are better against certain enemies. The game also features a Power Glove option and a driving Rock n' Roll sound track that's the best we've ever heard with a Game Pak.



ROMANCE OF THE THREE KINGDOMS™

from **KOEI**

TM&© Koei Co. Ltd. 1987, 1988, 1989



The map of the 58 regions you must unite. Which route should you take?



When invading another territory, placement and movement of forces can be critical.



Welcome to second century China. Chaos and uncertainty abound as several territorial leaders are vying for rule. Select one of five critical time periods during this era and accept the role of one of these governors. There are many options for a weary leader and you will need the wisdom of your learned advisor. Provide gold and rice for your soldiers and generals to keep them loyal. When you must attack, position your forces strategically. Seek alliances, attempt takeovers, or simply wait for the proper time to act. Spend your time training, buying arms, or trading gold and rice. Computer difficulty levels range from one to ten and can be set at warlike or rational.



Even an experienced role player will feel challenged. Game play and theme are reminiscent of "Nobunaga's Ambition."





The top picks for powerful play, action and fun.

TOP 30

You've probably noticed the population explosion of games, from arcade classics to magical quests. And that means that more games are picking up votes for the Top 30. The competition is hotter than ever, and it's not likely to cool off soon.

Use this key to find out how your favorites are doing.



These titles are new to the Top 30. Keep a close eye on them.



Games that are really on the move. These games have jumped up several places on the poll.



Favorites that have maintained their popularity among the Top 30.



1

12,754
POINTS

ZELDA II—THE ADVENTURE OF LINK

For the third issue in a row, Link and Mario have seen-sawed for first. This time Link is on the rise!



2

9,587
POINTS

SUPER MARIO BROS. 2

Mario and Luigi may be in second for now, but two fictional guys who have a new TV show can't be doing that badly.



3

7,057
POINTS

NINJA GAIDEN

Clinging to third place still, Ninja Gaiden seems to be biding time, waiting for a shot at number one.



PLAYER'S FORUM



4

5,551
POINTS

THE LEGEND OF ZELDA

Octoroks Beware! There are a lot of dedicated heroes still wandering around the wilderness of Hyrule.



5

4,033
POINTS

BLASTER MASTER

Upwardly mobile again after two stops at number six, Fred and the frog hop up to the fifth slot.



6

3,268
POINTS

CASTLEVANIA II—SIMON'S QUEST

Through towns and swamps and horrors untold, Simon has made his way to an impressive seventh place finish.



7

3,261
POINTS

LEGACY OF THE WIZARD

Mystery and magic paved the way for Legacy's success. From the back of the pack, it has surged forward.



8

3,086
POINTS

BIONIC COMMANDO

What is ALBATROSS? Only those who penetrate the enemy lines will discover the incredible truth!



9

3,075
POINTS

GUARDIAN LEGEND

The ultimate transforming hero has stepped into the Top 30 and the Top 10. Not bad for an android.



10

2,886
POINTS

METROID

Still the fastest action in known space, Metroid rockets back into the elite circle of megahits.

11 2,798
POINTS

TECMO BOWL

12 2,786
POINTS

MEGA MAN II

13 2,776
POINTS

MEGA MAN

14 2,675
POINTS

TRACK & FIELD II

15 2,645
POINTS

HUDSON'S ADVENTURE ISLAND

16 2,550
POINTS

TEENAGE MUTANT NINJA TURTLES

17 2,207
POINTS

MIKE TYSON'S PUNCH-OUT II

18 2,190
POINTS

CONTRA

19 1,706
POINTS

METAL GEAR

20 1,641
POINTS

SUPER MARIO BROS. 3

21 1,684
POINTS

ADVENTURES OF LOLO

22 1,683
POINTS

BASES LOADED

23 1,633
POINTS

DOUBLE DRAGON

24 1,600
POINTS

MILON'S SECRET CASTLE

25 1,518
POINTS

BLADES OF STEEL

26 1,456
POINTS

ULTIMA

27 1,088
POINTS

SUPER MARIO BROS.

28 1,080
POINTS

CASTLEVANIA

29 1,036
POINTS

BAD DUDES

30 1,014
POINTS

DOUBLE DRIBBLE



Players' Picks

Pros' Picks

Dealers' Picks



GAME

PTS

1	ZELDA II: THE ADVENTURE OF LINK	4,773
2	SUPER MARIO BROS. 2	4,126
3	NINJA GAIKEN	2,371
4	TEENAGE MUTANT NINJA TURTLES	2,040
5	THE LEGEND OF ZELDA	1,735
6	SUPER MARIO BROS. 3	1,685
7	DOUBLE DRAGON	1,273
8	CASTLEVANIA II: SIMON'S QUEST	1,221
9	TRACK & FIELD II	1,142
10	MEGA MAN II	1,071
11	RAD RIDERS	1,036
12	BLADES OF STEEL	989
13	ROBOCOOP	941
14	CONTRA	916
15	BLASTER MASTER	839
16	BIONIC COMMANDO	780
17	SUPER MARIO BROS.	777
18	METROID	765
19	METAL GEAR	757
20	TECMO BOWL	715
21	RAMPAGE	673
22	MIKE TYSON'S PUNCH-OUT!!	637
23	MEGA MAN	559
24	BASES LOADED	546
25	BAYOU BILLY	525
26	DOUBLE DRIBBLE	466
27	CASTLEVANIA	442
28	HUDSON'S ADVENTURE ISLAND	424
29	LIFE FORCE	401
30	METAL GEAR II	373



GAME

PTS

1	ZELDA II: THE ADVENTURE OF LINK	3,827
2	THE GUARDIAN LEGEND	3,075
3	THE LEGEND OF ZELDA	2,731
4	BLASTER MASTER	2,486
5	BIONIC COMMANDO	2,306
6	MEGA MAN	2,159
7	MEGA MAN II	1,717
8	LEGACY OF THE WIZARD	1,685
9	NINJA GAIKEN	1,652
10	ULTIMA	1,456
11	METROID	1,439
12	CASTLEVANIA II: SIMON'S QUEST	1,243
13	ADVENTURES OF LOLO	1,063
14	METAL GEAR	949
15	SUPER MARIO BROS. 2	948
16	DRAGON WARRIOR	867
17	CASTLEVANIA	638
18	TEENAGE MUTANT NINJA TURTLES	540
19	NES FOOTBALL	491
20	SOLOMON'S KEY	490
21	TECMO BOWL	474
22	MIKE TYSON'S PUNCH-OUT!!	376
23	DOUBLE DRAGON	360
24	TRACK & FIELD II	327
25	BATMAN	327
26	WILSON'S SECRET CASTLE	327
27	SUPER MARIO BROS.	311
28	CONTRA	294
29	IRON TANK	229
30	AMAGON	213



GAME

PTS

1	SUPER MARIO BROS. 2	4,511
2	ZELDA II: THE ADVENTURE OF LINK	4,154
3	NINJA GAIKEN	3,034
4	HUDSON'S ADVENTURE ISLAND	2,221
5	TECMO BOWL	1,609
6	LEGACY OF THE WIZARD	1,576
7	WILSON'S SECRET CASTLE	1,273
8	TRACK & FIELD II	1,206
9	MIKE TYSON'S PUNCH-OUT!!	1,194
10	BASES LOADED	1,137
11	LEGEND OF ZELDA	1,033
12	CONTRA	980
13	TECMO BASEBALL	940
14	RAD RACER	938
15	CASTLEVANIA II: SIMON'S QUEST	804
16	BUBBLE BOBBLE	791
17	OPERATION WOLF	754
18	BLASTER MASTER	708
19	METROID	682
20	ADVENTURES OF LOLO	621
21	DOUBLE DRIBBLE	566
22	MARBLE MADNESS	559
23	BLADES OF STEEL	529
24	LIFE FORCE	525
25	JOHN ELWAY'S QUARTERBACK	473
26	DONKEY KONG CLASSICS	462
27	GO!GO! 13	449
28	SKATE OR DIE	442
29	CHALLENGER PEBBLE BEACH	425
30	DR. JEKYLL & MR. HYDE	402

PLAYERS' PICKS MIRROR FINAL TOP 30 STANDINGS!

The choices of the players proved to be the deciding factor this time around. One, two, three... you picked 'em right down the line.

GAME COUNSELORS CAN'T GET ENOUGH OF ZELDA II.

Although the voting was close, the pros are sticking to The Adventure of Link for top honors. That makes it three issues in a row.

DEALERS SIDE WITH MARIO AND LUIGI.

No, the dealers weren't bribed with fresh mushroom spaghetti—Mario's specialty. They just like the game.



NINTENDO POWER PRESENTS

PAK WATCH

A LOOK INTO THE FUTURE OF NES GAME PAKS

Several very imaginative games take center stage this time around in our Pak Watch section. It never ceases to amaze us how creative some designers are. Keep in mind that for these Game Paks nothing is etched in stone when it comes to availability or end result. But as Willard Scott says, "Here's what's happening in your world today..."

SHADOWGATE



Coming your way sometime late in '89 is "Shadowgate" by Seika. This well-crafted role playing game (RPG) has received high marks in game play evaluations and is quickly becoming a favorite among our Game Play Testers. Part of the reason seems to be the use of the controller as a "computer mouse" to advance the game

play. We especially loved the Troll who wouldn't let us cross the bridge. Look for great pictures in the graphics window and some challenging problem-solving. High five, Seika.



The door is open. Enter if you dare.



Ah, a cache of fine weapons. But what is that at the end of the hallway?



Move wisely, this is no place for foolish actions.

GOSSIP

BASES LOADED II

Bases Loaded II: The Second Season. Next up is Jaleco's sequel to their current baseball entry, Bases Loaded. The interesting thing to look for here is a player Bio-rhythm factor that helps you gauge whether a player is hot or not.



GILLIGAN'S ISLAND

Just sit right back and you'll hear a tale; a tale of a fateful Game Pak. We only know that it is by Bandai and it is based on the television series of rerun immortality. Hope the castaways don't get stranded.



CODE NAME: VIPER



Viper: the man with a mission



Due out early in 1990 is Code Name: Viper by Capcom, a military mission to infiltrate and bust up a South American smuggling operation. Lots of action here. The three difficulty settings are sure to test even the best of Power Players. Different types of enemies will require different responses from the hero, so reaction time will be tested as well. For an unusual twist, there's a novel maneuver with the hero proceeding in and out of revolving doors and gaining power icons or freeing hostages. Look for some very cool backgrounds and an interesting ending.



"Good luck, Viper"

TOMBS and TREASURE



We've always been partial to RPGs that give the player lots of game play options (especially the ability to change active characters), and Activision's Tombs and Treasure is no exception. We also liked the setup: Several Mayan temples are uncovered at an archaeological dig. This unleashes the curse of lots of unique and colorful monsters patrolling the tombs. Scheduled for sometime next year.



Just Another
The Corner

GODZILLA



We've talked just a bit about Godzilla before, and we understand that it is making progress. We had a chance to play this one briefly and we can report that what we had thought to be an action-only game turns out to combine action with a great deal of strategy. It's not a STP (simultaneous two-player) game, but a player must use Godzilla in an alliance with Mothra to defeat a menacing invasion of alien monsters.



PAK WATCH
A LITTLE BIT OF THE HISTORY OF THE GAME PACK



the entire solar system as the



A BOY AND HIS BLOB

Absolute, a new licensee company, is starting off with a bang. Their first offering, A Boy and His Blob, was created by the award-winning video game designer, David Crane who designed Pitfall and Ghostbusters, and it's mega-hot! The novelty here (and it's a good one) is that the different powers the blob will use are dependent upon the flavor of jelly bean the boy feeds it. According to Absolute, this is the first game Crane has designed specifically for the NES.



A root beer jelly bean turns the blob into a rocket, licorice turns the blob into a ladder.





WHAT'S HAPPENING IN THE WORLD OF

GAME BOY



Dateline: Game Boy. Over 35 licensee companies are working on potential Game Paks for Game Boy. While nothing is in cement, we put our ear to the grapevine and thought we'd pass along some of the juicier tidbits... Konami has a couple of likely candidates in the offing. **Grid Iron Gladiators** is the tentative title for a one or two-player football game. You'll be able to select from 28 teams. **Castlevania: The Adventure Continues** concerns the further exploits of Simon Belmont... Ultra is revving up **Motocross Maniacs**, a one or two-player racing game with speed/tac/lap counters, power-ups, puddles, mountains, and bumpy roads...

Bugs Bunny may find his way to Game Boy (along with some other titles) courtesy of Seika... Word has it that HAL is working on a mah jong game (currently titled **Shang Hai**) as well as a pinball game... Data East reports to be developing a Game Boy version of the popular arcade hit, **Lock 'N Chase** in addition to some other offerings... Jaleco is working on a baseball game and a pinball game for portable format... Capcom is looking to convert some of their arcade titles into Game Boy hits... Lots of other companies and titles, not to mention a golf game among others by... Nintendo.



WIN, LOSE OR DRAW and Pictionary

DOUBLE DARE

We've mentioned Gametek's Double Dare before, but we decided to show you these screen shots of a "Physical Challenge" to answer all the mail requests. Scheduled for 1990.



PHYSICAL CHALLENGE
WELCOME TO DOUBLE DARE
WELCOME TO THE DOUBLE DARE
WELCOME. WE HAVE A BIG PLAYS
OF SHAWWETTE ON THE MALL, BUT
WE NEED SOMEONE TO PUT THE
BOARD ON THE SHAWWETTE. THAT
SOMEONE IS YOU. WELCOME. YOU
MUST SHOOT YOUR SHAWWETTE FROM
THE CHAIR AT THE SHAWWETTE.
YOU HAVE 30 SECONDS TO HIT
THE BIG SHAWWETTE.
PRESS START TO BEGIN

A couple of games which are "drawing interest" are LJN's Pictionary and Hi-Tech's Win, Lose or Draw. Not much yet from the former, but check out these screen shots from Hi-Tech.



You can draw two pictures if necessary in Hi-Tech's Win, Lose or Draw

GOSSIP GALORE



Here is a deluge of delightfully different diversions (distinguished but still in development) dished up by our devilish dervishes—the Gossip Gremlins.

CAPTAIN SKYHAWK, CABAL, and TIME LORDS

Milton Bradley is coming on strong with three exciting titles currently in the works. In the first part of 1990, look for Captain Skyhawk, an aerial combat game with a unique perspective (behind the airplane!). Cabal is a military action game with an STP (simultaneous two-player) feature. Later in the year, look for Time Lords, a time travel game.

WILD BOYS

We'll give you fair warning when Bandai is ready to out loose Wild Boys. This one is a karate action game that lets you change places among four different characters when one's energy gets low.



BASEBALL SIMULATOR 9000 and THE MAGIC OF SCHEHERAZADE

The people at Culture Brain are working on Baseball Simulator 9000 and The Magic of Scheherazade. The former lets you choose different types of stadiums (domes, parks, stadiums by the sea, etc.) including a stadium in outer space with some unusual players. The object of the latter is to pronounce the title. Just kidding. "Scheherazade" is an RPG with an Arabian setting.



WEB WORLD and URBAN CONVOY

Web World and Urban Convoy are two potential titles from Matchbox Toys, one of our new licensees. No word on subject matter yet.

DEMON SWORD

Taito is polishing its Demon Sword which is a sequel to Legend of Kage. We played a smidgen of this one and we're here to tell you: This sucker can jump. Here's a screen shot on us.



EVERT and LENDL TOP PLAYERS TENNIS

Evert and Lendl Top Players Tennis is the tentative title for a future release from Asmik. This one is generating excitement because it's a potential four-player pak for use with the NES Satellite. Besides the big names, there are some really cool "Miracle Moves" that players can perform like diving and the "cork screw." Looks to be an overhead smash in '89.

NES PLANNER

October

Air Fortress
Black Bass
Crimson Kid
Castlesquest
Gasline War
Roger Rabbit
Sky Shark

November

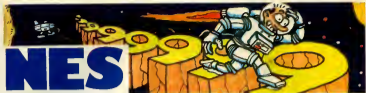
Back to The Future
Duck Tales
Pete's Quest
Goal
Jaguar Jr.
King's Knight
NFL Football
Romance Of The Three Kingdoms
Sesame Street ABC
Steelix Eagle
Three Stooges
Thundercave
Twin Eagle
Wheel Of Fortune, Jr.

December

NES Play Action Football
Short Order/Pigeonhole
Robocop

Future

A Boy And His Blob
All Pro Basketball
Arkan
Euros Loaded II
Brimm
The Battle of Olympus
Chameleon
Clash At Demonhead
Cybermind
Dig Dug II
Ghengis Kahn
8 Eyes
IronSword
Killer
King Of The Beach
Maver's X-men
Puss 'N Boots
Ransom—The Embassy Mission
River City Ransom
Roadblasters
Rock N Roll
720
Shadowgate
Super Off-Road
10th Frame
Top Players Tennis
Twin Cobra
Willow



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1943			Ian Kidd ▶ Nassau, NY ▶ 999,999
Aaron Smith ▶ Parma, ID ▶ 9,450,920			Chris Kinney ▶ Holle Center, MI ▶ 999,990
BLASTER MASTER			GYRUS
Albert Kwame ▶ Evansville, IN ▶ Finished			Merc McQuay ▶ Baltimore, MD ▶ 2,373,900
Brendan Appel ▶ Glenview, IL ▶ Finished			David Edminster ▶ Greeley, CO ▶ 1,576,600
Benjamin Floering ▶ Geneva, OH ▶ Finished			Alan Ballie ▶ Los Osos, CA ▶ 1,396,300
Brian Henkle ▶ Toledo, OH ▶ Finished			Kevin A. Polowich ▶ Conazpolis, Pa ▶ 1,013,050
Jason Judd ▶ Norfolk, NE ▶ Finished			HUDSON'S ADVENTURE ISLAND
Kevin Kryger ▶ Ontario, CA ▶ Finished			Alejandro Huerta ▶ Moders, CA ▶ 366,240
Mika Longstreet ▶ San Jose, CA ▶ Finished			Benjamin Sanchez ▶ San Antonio, TX ▶ 333,240
Hector Parasides ▶ Torrance, CA ▶ Finished			Nathan Fogle ▶ New Cansted, PA ▶ 301,400
John Zika ▶ Sherman Oaks, CA ▶ Finished			INDIANA JONES AND THE TEMPLE OF DOOM
BOMBERMAN			Robb Edinburg ▶ Chestnut Hill, MA ▶ 9,999,999
Lafe Williams ▶ Lewiston, MT ▶ 999,999,999			Matt Martin ▶ Austin, TX ▶ 9,999,999
Raymond Lee ▶ Lake Grove, NY ▶ 999,999,900			Dan McDonough ▶ West St. Paul, MN ▶ 9,999,999
COBRA COMMAND			Deiny Sreen ▶ Corona, NY ▶ 9,999,999
David Ferguson ▶ Cornwall, NY ▶ Finished			David Walker ▶ New Castle, IN ▶ 9,999,999
Trihn Tran ▶ Merkel, TX ▶ Finished			JACKAL
Robert Wolfe ▶ Oak Creek, WI ▶ Finished			Rod Harvey ▶ Austin, TX ▶ 1,244,950
DOUBLE DRAGON			KID NIKI
Steve Crispo ▶ Tallahassee, FL ▶ 400,050			Joseph Moses ▶ Lyons, IA ▶ 3,609,500
Travis Timmons ▶ APO New York, NY ▶ 315,650			Isaiah Palmer ▶ Webster, NY ▶ 1,592,700
Rutherford Chang ▶ Los Altos Hills, CA ▶ 283,350			LEGENDARY WINGS
LEE TREVINO'S FIGHTING GOLF			Lorrie Cox ▶ Houston, TX ▶ 7,162,500
Max Miller ▶ Carson City, NV ▶ -18 64			Karl Rudison ▶ Austin, TX ▶ 7,061,900
Neel Vitz ▶ Tarrytown, NY ▶ -8 72			Jerry L. Underwood ▶ Omaha, NE ▶ 6,543,700
GOTCHA!			Philip McFee ▶ Bowdes, SD ▶ 5,631,300
Richard Baron ▶ Highland Park, IL ▶ 999,990			LEGACY OF THE WIZARD
Jeffrey Koller ▶ Philadelphia, Pa ▶ 999,990			Jon Silenus ▶ Gathersburg, NE ▶ Finished
Jonathan Martin ▶ Bloomington, OH ▶ 999,990			LIFE FORCE
Aaron Sanders ▶ Donnell, GA ▶ 999,990			Jeff Bozman ▶ Allville, PA ▶ 8,101,000
GRADIUS			Bobby Duffy ▶ Rosard Heights, CA ▶ 4,036,700
Jon Henry ▶ San Francisco, CA ▶ 9,999,990			Mike McCulloch ▶ Kalamazoo, MI ▶ 3,001,400
GUARDIAN LEGEND			THE ADVENTURES OF LOLO
Lyla Natbul ▶ Cairo, GA ▶ 2,817,720			Jan Bessard & Steve Nemes ▶ Lake Orion, MI ▶ Finished
GUN.SMOKE			
Matt Burns ▶ Salisbury, MD ▶ 999,990			
Terry Herschler ▶ Durham, NC ▶ 999,990			

PLAYER'S FORUM

MAGMAX

Robby Wiley ▶	Athens, TX ▶	2,183,700
Mark E. Lively ▶	Portland, OR ▶	999,900
Alfie Perez ▶	Mosey, NY ▶	650,100

MAPPY LANO

Gary Marumoto ▶	Harbor City, IL ▶	Finished
Robert & Calvin Bates ▶	Kokomo, IN ▶	181,230

MARBLE MADNESS

Wes & Chris Becker ▶	Blairsville, PA ▶	92,630
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MEGA MAN

Ryan Rizzo ▶	Whittier, CA ▶	9,999,990
Christian Koch ▶	Canarillo, CA ▶	9,999,990
Jon Magnuson ▶	Souix Falls, SD ▶	9,999,990
Mark K. Erdman ▶	Belmont, MA ▶	9,999,990
Jason Paffio ▶	Madison, IN ▶	9,999,990
Philip Engel ▶	Castro Springs, CA ▶	9,999,990
Ricky Parker ▶	Berlin, MD ▶	9,999,100

MYSTERY QUEST

Mark Arnold ▶	Lancaster, KY ▶	2,000,700
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NINJA GAIDEN

Scott Lanman ▶	East Brunswick, NJ ▶	334,700
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PINBALL

Mark Wright ▶	Olathe, KS ▶	999,990
Teddy Badier ▶	Mountains Home, AR ▶	999,930
James Gaufl ▶	Merrimack, NH ▶	999,840
Phil Harris ▶	North Reading, PA ▶	997,090

PLATOON

A. Levenson ▶	Chicago, IL ▶	Finished
Jeff Rait & Tim Childs ▶	Greenwood, IL ▶	Finished
Paul Wiggins ▶	Chicago, IL ▶	Finished

RAMPAGE

Derrick Lehman ▶	Edgerton, WI ▶	11,269,168
Patric & Angela Postales ▶	Chicago, IL ▶	10,504,516
Billy Brin ▶	Arlene, TX ▶	5,162,300
Jody Harmon ▶	Shalock, PA ▶	3,138,600
Louis Nguyen ▶	Richmond, VA ▶	3,130,400
Danny Moylo ▶	Hesperia, CA ▶	3,113,500
Ryan Chassey ▶	Mrs Loma, CA ▶	3,050,012
Lee Eimrey ▶	Cedar, MI ▶	3,018,700
Rocky Hunter ▶	Clearfield, UT ▶	2,442,600
Ralph Siroc ▶	Adrian, IL ▶	2,300,000
Andrew Jensen ▶	Pert Washington, WI ▶	2,242,200
Howard Barkin ▶	Fair Lawn, NJ ▶	2,154,200
David Houghton ▶	Lake-in-the-Hills, IL ▶	2,068,700

ROBO WARRIOR

Randy Bodins ▶	Geithersburg, MD ▶	3,990,900
Blair Klak ▶	Des Plaines, IL ▶	3,138,600
Gordon Brinks ▶	Los Altos, CA ▶	3,091,100
James Putnam ▶	Oswego, NY ▶	2,387,900
Dave & Donna Jones ▶	Goshen, IN ▶	2,157,200
Ken Chen ▶	San Jose, CA ▶	2,041,700

SKATE OR DIE

Pat Voeth ▶	Lockport, NY ▶	39,300
Dan Sullivan ▶	Evansville, IN ▶	15,254
Jack Butcher ▶	Williams, AZ ▶	15,188
Adam Snyder ▶	Westminster, CO ▶	14,078
Kyle Johnson ▶	Federal Way, WA ▶	13,072

STAR FORCE

Robert Gines ▶	Long Beach, CA ▶	5,129,200
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STINGER

Danny Molayem ▶	Rockville, MD ▶	48,104,600
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TOP GUN

George Tomaszewski ▶	Cedar Lake, IN ▶	601,000
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TRACK & FIELD

Phil Bonner ▶	Stratford, OK ▶	999,999
Steve Clay ▶	Bourbonnais, IL ▶	999,999
Paul McCuster ▶	Coon Rapids, MN ▶	999,999
Joshua Strassburg ▶	Livingston, NJ ▶	999,999
Bill Watson ▶	Andover, NH ▶	999,999
Jeff Reahley & Denise Landrum ▶	Crown Point, IN ▶	999,999

ULTIMA

Robin H. Law ▶	Secramento, CA ▶	Finished
David Johnston ▶	Sheboygan, WI ▶	Finished
Artun Minnaryan ▶	Ramsey, NJ ▶	Finished
Linda Schultz ▶	Buffalo, NY ▶	Finished
Ellen Skramstad ▶	Marshall, MN ▶	Finished

WIZARDS & WARRIORS

Eric Sebie ▶	Johnston, IA ▶	999,999
Bel Wright ▶	Cosigan, ME ▶	999,999
Deborah Marlowitz ▶	Cleveland, OH ▶	999,999
Justin Albe ▶	Baldwin Place, WY ▶	985,371

XENOPHOB

Scott Barker ▶	Sterling, CO ▶	999,990
Ryan Brandon ▶	Madison, WI ▶	999,990
Marc Davidson ▶	Tenell, TX ▶	999,990
Nathan Filipp ▶	Schaumburg, IL ▶	999,990
Kathleen Houghton ▶	Lenexa, KS ▶	999,990
Michelle Magyer ▶	Auburn, IL ▶	999,990
Terry Mahmood ▶	Sandusky, OH ▶	999,990
Elvin McDowell ▶	Lancaster, PA ▶	999,990
Shawn McLaughlin ▶	Pittsburgh, PA ▶	999,990
Paul Morral ▶	Piedmont, CA ▶	999,990
Keith Torbet ▶	Wauseon, OH ▶	999,990
Jesse Varnadore ▶	Billington, NC ▶	999,990
Robert Voltz ▶	Bloomington, IL ▶	999,990

XEVIOUS

Jeff Peck ▶	Arlington, TX ▶	2,207,930
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Send in your high Score and be a NES ACHIEVER!

Have you been bragging about your great scores lately? Why not send them in and see how they stack-up against the best players from Coast-to-Coast?

Send your Screen Photos to:
Nintendo Power
NES ACHIEVERS
P.O. Box 97033
Redmond, WA 98073-9733
Sorry, photos submitted cannot be returned

NES JOURNAL



CAPTAIN N: GAME MASTER

Last issue, we told you about a television program based on the Mario Bros. There is another television show coming your way based on Nintendo and license characters. It's titled "Captain N: Game Master" and concerns 15 year old Kevin Keene, a high

CAPTAIN N



who rules Nintendoland had gathered together the Forces of Light, the heroes of the different areas which comprise Nintendoland. Together they invoke the Power of the Orb and summon a champion from another world—Kevin—to fight the League of Darkness. As Kevin is pulled into his TV set, his loyal dog, Duke, faithfully follows his master and is also transported to Nintendoland.

Among the characters Kevin meets, Power Players will recognize Simon Belmont (Castlevania), Pit (Kid Icarus), and Mega Man, as well as the Eggplant Wizard (Kid Icarus), King Hippo (Mike Tyson's Punch-Out!), and the cunning Dr. Wily (Mega Man). However, we suspect Captain N will find his greatest challenge with the diabolical Mother Brain (Metroid).

This program, new to NBC's Saturday morning fall schedule,

MEGA MAN



DUKE



is produced by those wizards at DIC who were responsible for the wonderfully successful "Pee Wee's Playhouse" and the cartoon version of "Aft", as well as "The Super Mario Bros. Super Show."

The show is scheduled to start September 9. Check your local listings.

PRINCESS LANA



school student (and Power Player) from Northridge, California, who is magically summoned into his television to Nintendoland. Princess Lana

MOTHER BRAIN





Celebrity Profiles

Brian Robbins

Eric Mardian is tough. And he's cool, very cool. He is a genius with an IQ of 200. He dates the "sweetest" girl in class. He has it all. Meanwhile, 24-year-old Brian Robbins, the handsome "Head of the Class" actor who plays Eric, gets Punched-Out!! every week by his personal athletic trainer.

Brian and his trainer regularly play "Mike Tyson's Punch-Out!," and Brian has yet to come out on top. With a record like that, it's no wonder "Mike Tyson's Punch-Out!!" isn't Brian's favorite Nintendo game.

He spends more than two hours each week playing "Baseball" and "The Legend of Zelda." "When I was in school, I was a pitcher on the baseball team—Nintendo's Baseball is a lot like the real game, except the running of course," Brian quipped.

Nonetheless, Brian's career keeps him constantly running. In addition to showing off his cool, rebellious side on "Head of the Class," Robbins is also the host of a new show called "Pictionary," patterned after the popular board game. The contestants are all between the ages of 11 and 16. Brian says the hardest part is that he gets so involved with each game that he wants everybody to win.

The Brooklyn native also plays a lot of basketball (he has a mean jump shot) and frequently guest-V.J.'s on MTV. He has made guest appearances on "Twilight Zone,"

Totally cool "Eric" of Head of the Class makes the grade with Nintendo.



"Growing Pains," "Cagney and Lacey" and more. And later this year, you can see him co-starring in the film *Collar Dancer*.

On top of everything else, Brian,

expects to write several more this year.

And while he admits he could use a few tips from Nintendo's Game Counselors on "The Legend of Zelda," when it comes to "Baseball," he's at the head of the class.



As host of "Pictionary," Brian is a cool act all by himself.

much like his television character, likes to write. In fact, he wrote a script for one of last year's "Head of the Class" episodes, and

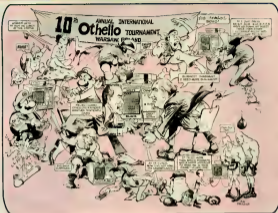
Celebrity Reviews V-Ball

"It's definitely like playing beach volleyball—very true to life. I have friends on the pro circuit, and this game has the whole tour mapped out, the same cries and all. On a scale of 1 to 10, 10 being best, it gets an eight."



—Brian Robbins give his own player meter measurements for Nintendo's upcoming V-Ball game.

Othello Link-up



The chips are still put on the table at the International Othello Tournament, but this year the popular boardgame will become more accessible to fans through a unique display concept which util-

izes the Nintendo Entertainment System and Acclaim's Othello Game Pak. Each contestant's moves will be duplicated on a NES which is hooked up to television monitors around the hall. In this way, spectators can watch the

match play as it progresses. The tournament may not be the answer to all the world's problems, as imagined by artist Mort Drucker, above. But when people from around the globe get together to play, we think that's a good start.

Keeping it Clean

A lot of people don't realize that dust particles, bits of lint, and other substances can get stuck inside both Game Paks and Control Decks. Now there's a way to get them clean again. The new NES Cleaning Kit selling for \$9.95 includes a Game Pak cleaner and a Control Deck cleaner, both specially designed to gently but effectively remove gunk from your components. Used on a regular basis, the cleaners will keep your NES in tip top shape, and in the long run that can save you big bucks. Plus, if your old



The NES Cleaning Kit contains two cleaning tools with replaceable parts.

cleaning pads get dirty, you can buy replacement parts rather than a new kit. They are available from most Nintendo dealers. If you need to find out more about keeping your NES trouble free, give the Nintendo Consumer Service Representatives a call at 1-800-422-2602 Monday-Saturday, 4 a.m. to 10 p.m.

Sensational Summer C.E.S.!

Have you ever wondered what it would be like to visit a magical place where it seems as if anything can happen? If you have, you should talk to Abbey Fischer, the ten-year-old winner of our Summer C.E.S. in Chicago Contest. Abbey and her Mom flew from their home in Massachusetts to spend four days at the Consumer Electronics Show as guests of Nintendo Power. The highlight of the trip, of course, was visiting the giant trade show where the biggest names in electronics unveiled their latest products. For Nintendo, that included the mighty but tiny Game Boy, which Abbey thought was terrific. "I wish I had one to take with me on the plane trip home," she said, alluding to one of the great benefits of Game Boy—that it can be played at 30,000 feet, or anywhere else!

Although normally nobody under the age of 18 is admitted to the C.E.S., Abbey, as a "Guest Editor" for Nintendo Power, was given



Abbey, on the right, meets Lulu from the *Adventure of Link*, who seems to have lost her head momentarily.

the red carpet treatment. Lunch with Howard Phillips and two Game Counselors. A guided tour through the huge, 50,000 square foot Nintendo booth with hands on demonstrations.

A video fan's dream come true —A guided tour at C.E.S. and lunch with Howard Phillips

Sightseeing from the top of the Sears Tower—the world's tallest. But it wasn't all fun and games. Abbey's responsibilities for testing the new titles was tougher than you might think. She noted that, "It was hard to get started without instruction manuals." (Something we take for granted when we buy a new Game Pak.) She didn't have any trouble at all figuring out the new Power Glove made by Mattel, however. At first she did think it looked rather heavy; later she saw one of the demonstrators from Mattel actually eating lunch with the glove still on!

Here's a rundown of some of the upcoming hits as predicted by Abbey, and her reasons why: Godzilla—Abbey summed this one

up in a single word. "Awesome! As Godzilla, you swing your tail and wipe out cities. It's not easy." 720—"Lots of choices," says Abbey. "You can go to the pool, downhill, ramps, and you can win money to buy new equipment." Fester's Quest—"It's fun because it's based on the TV show. There's Lurch and Pugsley and the whole family thinks that everyone else in the world is crazy." Snoopy—"It's not too easy. I had to explain how you

play the game to an adult." Double Dare—"The contestants were funny—nerds and punks. I had to bowl with coconuts to start." Other games Abbey liked included To The Earth, Tetris, A Boy & His Blob, and Double Dragon II.

So, after four days of living among marvels and meeting new people, Abbey and her Mom flew back home, sorry to go but full of great memories that are sure to last. How did she sum up her experiences at the C.E.S.? "It was unbelievable," said Abbey. "Bigger and better than anything!"



A model shows off the new Power Glove from Mattel.



Unfortunately, this Game Boy was too big to take home.

Seven classics packed full of in-depth game reviews, tips and tricks. To get your back issues, fill out the order form on page 2.

'88 July/Aug Issue



Also in this issue: Double Dragon+Contra+Wrest of Fortune+Jeopardy+plus foldout map of Zelda's Second Quest

Sept/Oct Issue



Also in this issue: Life Force+Renegade+R.C. Pro Force+Golgo 13+Blaster Master+plus foldout map of Simon's Quest

Nov/Dec Issue



Also in this issue: Blaster Master+Anticipation+Blades of Steel+Cobra Command+Racket Attack+Mickey Mousecapade+foldout Blaster Master Poster

'88 Jan/Feb Issue



Also in this issue: Wrestlemania+Besame Street 1-2-3+Marble Madness+Operation Wolf+Metal Gear

Mar/Apr Issue



Also in this issue: Hudson's Adventure Island+Strider+Cobra Triangle+Bayou Betty+plus foldout Strider poster and The Complete NES Game Directory

May/June Issue



Also in this issue: Life Force+Mega Man II+Dragon Warrior+Faxanadu+Pester's Quest+Clash at Demonhead+plus foldout Mega Man II poster and Life Force Maps

'88 July/Aug Issue



Also in this issue: Faxanadu+Strider+RoboCop+Duck Tales+Ironword+plus RoboCop poster and 1-up Special

BOOKS



TIPS FROM THE PROS

These are HOT! The Legend of Zelda Tips & Tactics gives you the strategy and know-how to conquer the evil and mysterious Ganon. How to Win At Super Mario Bros. helps guide your way through the exciting worlds and levels of Super Mario Bros. To receive these booklets for \$4.95 each, just fill out the order form in the front of the magazine.

NINTENDO POWER™

COMING UP NEXT IN THE NOVEMBER/ DECEMBER ISSUE OF NINTENDO POWER!

IRONSWORD and ROBOCOP

We'll be going from the far past of "wizards and warriors" to the future world of cyborg policeman with our gripping reviews of IRONSWORD and ROBOCOP.

DRAGON WARRIOR

A massive 36-page bonus insert devoted to DRAGON WARRIOR, complete with maps, strategies and tactics, exclusive for Nintendo Power readers.

SHADOWGATE and SILENT SERVICE

Look for a perilous preview of a too-hot-to-handle SHADOWGATE and if you can "fathom" it, we'll also "submerge" ourselves in a preview of Ultra's new submarine game, SILENT SERVICE. "Scope" it out.

Plus: Generous helpings of NES Journal, Counselors' Corner, Pak Watch, Players' Pulse, Classified Info, Video Shorts, and for dessert—much, much more.

TO THE READERS

What a summer! We kicked it off with the giant Consumer Electronics Show in Chicago, and what a show it was! I think these shows get bigger and more spectacular every time. There were a lot of impressive games, gadgets, products, and pals. As always, we will give you all the latest scoops and hot info right here in Nintendo Power.

The big news this summer has been Nintendo's visits to the Soviet Union. We wish everyone could have had a chance to go and experience the culture first hand. We've been realizing our own video game "Glasnost!" Meetings have been taking place concerning Tetris, one of the most compelling video games in history. People all over the world have been "Tetris-ized" and very soon NES Power Players will get to test their mettle with this absorbing game. It is already available in the Game Boy version where its popularity has skyrocketed. Just part of Nintendo's continuing efforts to bring you the very best in video games from all over the world.

These past few months we've tested and evaluated more games than at any one time in our history. There are some exciting new programs on the burner and we expect several of these to be very hot. So don't stray too far from your current issue of Nintendo Power. It really is your best guide to keeping up-to-date on what's happening in the video game world.

That's it this time.

See you in November.

ROBOCOP II **PLAYER'S PO**

GRAND PRIZE

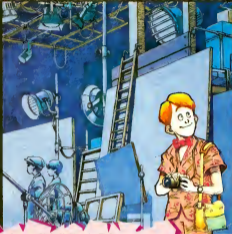
★ Meet RoboCop
in person!

★ Witness hair-
raising action stunts.

★ Tour Houston.

That's right! The winner and 3
guests of his/her choice will fly to
Houston, Texas courtesy of Data
East, to get a behind the scenes
look at a blockbuster movie in the
making!

Win a trip for 4 to the Movie set of **ROBOCOP**



CONTEST RULES

To enter, just fill out the Player's
Post response card. Or, print your
name and address on a plain, 3x5
piece of paper and mail to:

NINTENDO POWER

P.O. Box 97062

Redmond, WA 98073-9762

One entry per person please. All
entries must be postmarked no
later than October 15, 1989. No
responsibility is assumed for lost,
stolen, or misdirected mail.

Winners will be selected in a ran-
dom drawing from among all eligi-
ble entries received, on or about
October 31, 1989. Winners will
be notified by mail. By acceptance
of their prize, winners consent to
the use of their names, photo-

graphs, or other likenesses for
purpose of advertising or promo-
tion on behalf of "Nintendo Pow-
er" magazine and Nintendo of
America Inc. without further com-
pensation. Limit one prize per
household. Chances of winning
are determined by the total num-
ber of entries received. No substi-
tution of prizes is permitted. All
prizes will be awarded. A list of
winners will be available after
November 15, 1989 by sending a
self addressed envelope to the
address listed above.

TRIP TO ROBOCOP II MOVIE

SET: Nintendo will arrange air
travel and hotel accommodation
for the Grand Prize winner and

his/her three guests. If the winner
is under the age of 18, the winner
must be accompanied by an adult.
This special 3-day/2-night excu-
sion, scheduled for late November,
1989, is subject to accommoda-
tion and airfare availability. Some
restrictions apply.

Contest not open to employees of
Nintendo of America Inc., their
affiliates, agencies or their imme-
diate families.

This contest is void where prohib-
ited by law, and is subject to all
federal, state, and local laws and
regulations.

NO PURCHASE NECESSARY

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ROBOCOP POLL CONTEST

SECOND PRIZE

**A Super Robocop
Arcade Unit!!**

You've played this exciting game at your favorite arcade. Now take one home!

**MAY/JUNE
CONTEST WINNERS**

Grand Prize

John Hamm Woodbridge VA

Second Prize

Dong Won Han	Alexandro	VA
Joel Aguilera	Chicago	IL
Christian Almeida	Alexandria	VA
Scott Clark	Honolulu	HI
Joan Diaz	Los Angeles	CA
David E. Draper	Lawrence	CA
Danette Driscoll	Carlsbad	MA
Danny Hirshberger	Lapeer	MI
Samuel Kim	Fushing	NY

Player's Poll

Using the postcard below, answer the following questions and your name will be entered in our Player's Poll Contest!

- A. After reading the article on Game Boy (page 51), how interested are you in owning one? (check one)
 1. Definitely plan to buy a Game Boy in the future
 2. Want to wait for more information before deciding
 3. Plan to stick to NES games for now
 - B. Do you find that the Super Mario Bros. 2 Tip Book in this issue (check one)
 1. Provides too little information to aid your game play?
 2. Provides useful information and tips to aid your game play?
 3. Provides too much information about the game?
 4. Is too confusing or complicated to understand?
 - C. Would you like to see more tip books in the future?
 1. Yes
 2. No
 - D. How many members in your immediate family read Nintendo Power on a regular basis? (check one)
 - 1.
 - 2.
 - 3.
 - 4.
 - 5.
- Please use the game titles (1-111) on the next page to answer the following questions.
- E. What two games would you most like to see reviewed in a future issue of Nintendo Power?
 - F. What three games are you planning to purchase next?
 - G. Please indicate, in order of preference, your five favorite games.

Answers to the Player's Poll

Name _____ Tele. _____

Address _____

City _____ State _____ Zip _____

Membership No. _____ Age _____

Please indicate your answer in the appropriate box that corresponds to the survey above.

- A. 1. _____ 2. _____ 3. _____
- B. 1. _____ 2. _____ 3. _____ 4. _____
- C. 1. Yes _____ 2. No _____
- D. 1. _____ 2. _____ 3. _____ 4. _____ 5. _____
- E. Indicate Numbers 1-111 (list on next page) a. _____ b. _____
- F. Indicate Numbers 1-111 (list on next page) a. _____ b. _____ c. _____
- G. Indicate Numbers 1-111 (list on next page) a. _____ b. _____ c. _____
d. _____ e. _____

Tony	Yu	Anshelm	CA
Andrew	Yue	Los Altos	CA
David	Zentillo	Riverside	RI

ROBOCOP II PLAYER'S

GRAND PRIZE

Win a trip for 4 to the Movie set of ROBOCOP II



SEPTEMBER / OCTOBER '89 ISSUE GAME LIST

- | | | | | |
|--------------------------------|---|---------------------------------------|----------------------------------|-------------------------------------|
| 1 1942 | 26 Colors Command | 48 Ice Hockey | 69 NFL Football | 90 Super Mario Bros. 3 |
| 2 720 | 26 Colors Triangle | 48 Iron Warriors | 70 Ninja Gaiden | 91 Super Off-Road |
| 3 A Boy and His Blob | 27 Code Name: Viper | 50 Indiana Jones & the Temple of Doom | 71 Jordan vs. Bird | 92 Super Pitfall |
| 4 Adventures of Lolo | 28 Contra | 51 Jaws | 72 Joe Shmoe | 93 Super Spy Hunter |
| 5 Air Fortress | 29 Double Dare | 52 John Dwyer's Quarterback | 73 Red Rover | 94 Superstar |
| 6 Amos | 30 Double Dragon | 53 Kameo | 74 Renga | 95 T & G Soft Design |
| 7 A Line of 2's: The Beginning | 31 Double Dragon II | 54 Kid Icarus | 75 RoboCop | 96 Teenage Mutant Ninja Turtles |
| 8 All Pro Basketball | 32 Double Dribble | 55 Kid Niki | 76 RoboCop 2 | 97 Terminator |
| 9 Antagon | 33 Dr. Jekyll & Mr. Hyde | 56 King of the Monsters | 77 RoboCop 3 | 98 The Goonies II |
| 10 Back to the Future | 34 Dragon Warrior | 57 Legendary Wings | 78 Romance of the Three Kingdoms | 99 The Legend of Zelda |
| 11 Bad Dudes | 35 Duck Tales | 58 Life Force | 79 Rapa | 100 Three Stripes |
| 12 Bad Street Brawler | 36 Fast Break | 59 Little Nemo | 80 Shadowrun | 101 Tiger-Heli |
| 13 Baseball Stars | 37 F-117 | 60 Mega Man | 81 Contra: The Alien Wars | 102 Tomb Raider |
| 14 Bass Loaded | 38 F-117 II | 61 Mega Man II | 82 Quest | 103 Top Gun |
| 15 Bass Loaded II | 39 F-117 III | 62 Metal Gear | 83 Sly Shark | 104 Truck & Field II |
| 16 Batman | 40 Friday the 13th | 63 Metal Gear II | 84 Sly 2: The Two Kingdoms | 105 Wheel of Fortune |
| 17 Beyond Billy | 41 G.I. Joe: The Island of Dr. Mindbender | 64 Metal Gear III | 85 Sly 3: The Sly Sisters | 106 Who Framed Roger Rabbit |
| 18 Blood Command | 42 G.I. Joe: The Swamp Thing | 65 Metal Gear IV | 86 Sly 4: The Sly Sisters | 107 Wild, Wild, & Crazy |
| 19 Blood of Steel | 43 Guardian Legend | 66 Mickey Mousecapade | 87 Super Dodge Ball | 108 Wizard & Warriors |
| 20 Buster Bros. | 44 Gun Smoke | 67 Miss Tysen's | 88 Super Mario Bros. 2 | 109 Xenoblade |
| 21 Bugs Bunny's Crazy Castle | 45 Hoops | 68 Punch-Out!! | | 110 Zelda II: The Adventure of Link |
| 22 Casino Kid | 46 Hudson's Adventure Island | 69 NES Play Action Football | | |
| 23 Castlevania | | | | |



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Here

Nintendo Power
P.O. BOX 97062
Redmond, WA 98073-9762



POLL CONTEST

SECOND PRIZE

**A Super Robocop
Arcade Unit!!**

You've played this exciting game at your favorite arcade. Now take one home!



**10 THIRD PLACE
WINNERS**

**Autographed Robocop
Game Paks!!**

Win a Robocop Game Pak signed personally by the crime-fighting ace himself.



**NINTENDO
POWER**



**MAY/JUNE
CONTEST WINNERS**

Grand Prize

John Hamm Woodbridge VA

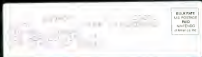
Second Prize

Dong Won Han	Alexandre	VA
Joel Aguilera	Chicago	IL
Christian Almeida	Alexandria	VA
Sean Clark	Hockley	HI
Joss Diaz	Los Angeles	CA
David E. Draper	Lewistown	CA
Danielle Driscoll	Carle	MA
Danny Hirsberger	Lapeer	MI
Samuel Kim	Fushing	NY
Andrew Liso	Walnut	CA
Paul Lynum	South Bend	IN
Melissa Mohr	Island Park	NY
Alvery Stevens	Fredericksburg	VA
Matthew Trosie	Hockessin	DE
Dennis Turner	Trenton	KY

THIRD PRIZE

Penick Acosta	Los Angeles	CA
Gabriel Austin	San Diego	CA
Sinclair Bachter	Salinas	CA
Richard Brownington	Des Arc	MO
Sim Budton	Villanova	PA
Richard Conner	Johnstown	PA
Michael Courtney	Canton	LA
Steve Dell	Palm Beach	FL
Justin Dyess	Melina	LA
Alex Eddy	Santa Cruz	CA
Samuel Evans	Inkster	MI
Brian Farley	Franklin	NC
Michael Forward	Flint	MI
Mike French	Brux Falls	SD
Jake Fuentes	Frisco	TX
Daniel Furlani	N. Tonawanda	NY
Betsy Goldberg	Pepper Pike	OH
Scott Green	New Castle	DE
Nathan Griffin	Morton	IL
Shlomo Heckel	Fresh Meadows	NY
Joshua Holmes	El Paso	TX
Ryan Hamilton	Frederick	NJ
Aaron Harney	Lake Elmore	CA
Curt Heybles	Cedar Bluffs	NE
David Hill	Imperial	MO
Nick Hillard	Flomance	AL
Joe Hooper	Chamblee	CA
Peter Kriha	Saint Petersburg	FL
Johnny Lema	Hackensack	NJ
Rick McGowan	Vincennes	IL
Daniel Merrick	West Winfield	NY
Trevi Milton	Evansville	IN
Adrian Mike	New Hope	WI
Daniel Munoz	San Juan	PR
Ann Necca	Hempden	CT
Chetan Nandakumar	Newark	DE
Jim Nelson	Smyrna	GA
John Peruga	Livonia	MI
Stefan Pinson	Franklin	TN
Jason Roberts	Rockaway	NJ
Angelo Rufino	Wappinger Falls	NY
Blair Sato	Tucson	AZ
Steven Saltell	Van Buren	AR
Patrick Smart	Baldwin	NY
Darryl Tanseth	Hudson	NH
Patrick Wallenious	Potomac	MD
Shane Winkler	Fulton	MO
Tony Yis	Anaheim	CA
Andrew Yuse	Los Altos	CA
Dan Zonkilo	Riverside	RI

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paks and accessories for the NES. If it's not there, it's
not backed by Nintendo. This seal is our pledge
of top quality and your guarantee of
hot-hot-hot entertainment.





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Thank You and ENJOY!

